

PRIMA'S OFFICIAL STRATEGY GUIDE

EVERQUEST™

THE RUINS OF KUNARK™

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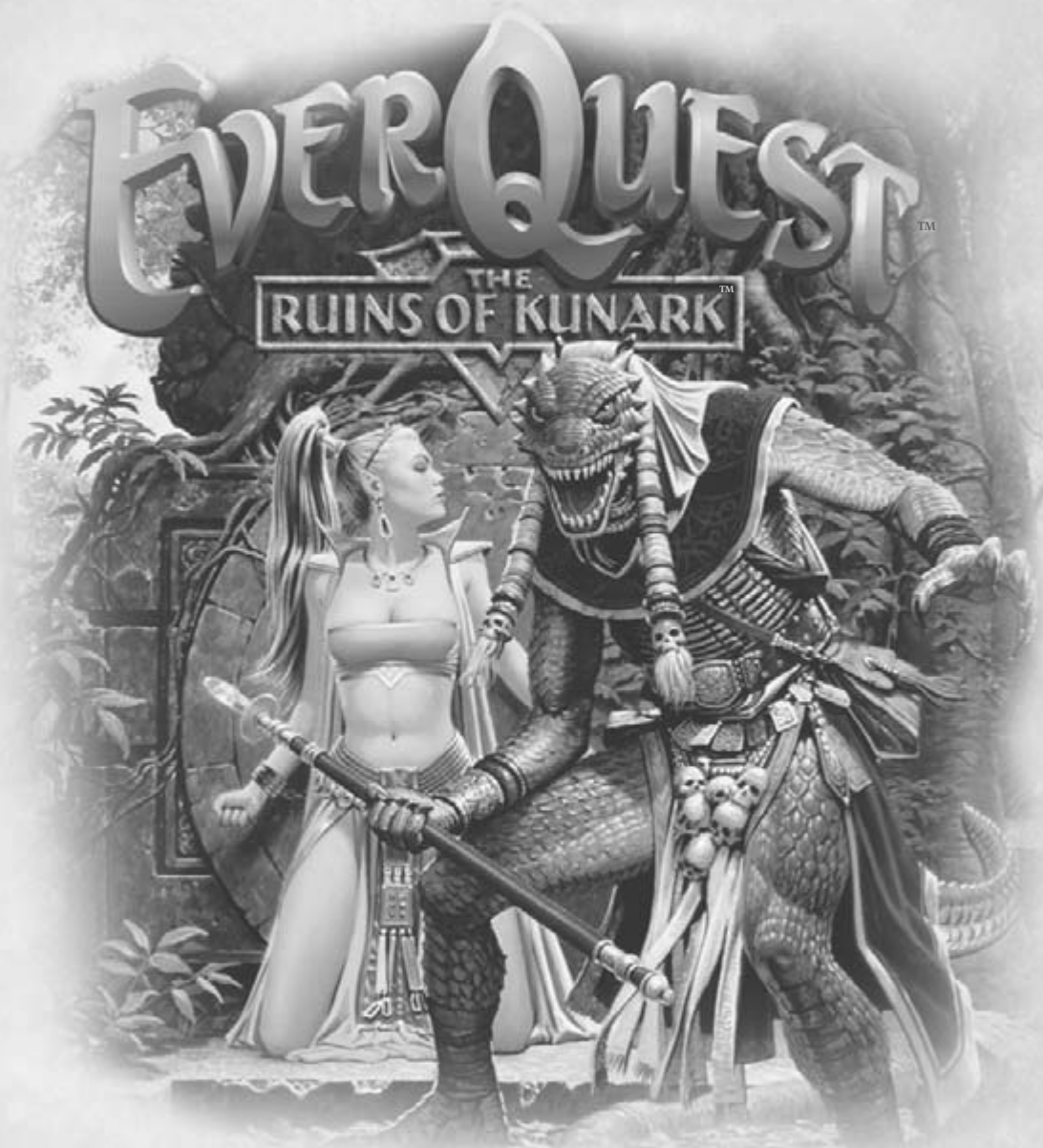
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Prima's Official Strategy Guide

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Now Hear This!

The information in this book was correct at the time of printing. However, *EverQuest* is an ever-changing world and all of this information is subject to change at any time.

Newbie focus. This book is mostly intended for newer players — the most experienced players already know most of the advice in it, although the maps and lists may prove useful. Therefore, the advice here is more directed to newer characters than to high-level characters.

Details, but limits. Similarly, only spells through level 24 are fully detailed, the mapped areas only include the starting cities, and the creatures described are only those found near these cities. Nearly all of these creatures have more powerful relatives living further from the cities, whose stats are not included here.

Values are for NPC merchants. The tables in this book often list Values for the items. These are ballpark estimates of how much an *NPC merchant* will pay you for the items, or will charge you for them. It is obvious that many of these items are worth far more to player-characters than to the NPC merchants. Merchants charge more for an item than they will pay for it. That's how they make a profit. Both your Charisma and your faction can drastically affect these prices, by increasing the amount you receive for an item and decreasing its cost. Overall, you will receive a better deal buying and selling from PCs than from NPCs.

So, what does this book include?

Experienced *EverQuest* players may recognize two things about this book right off the bat. The first is that there is more info here than has ever previously been organized about *EverQuest*. Much of this is available on the web, and some of it is available from various screens in the game, but some of it could only come from the *EQ* designers at Verant. In this book, everything is in one place and at your fingertips while playing. The second thing is that not quite everything is included. This is a no-spoiler strategy guide, which avoids revealing things that might give a few players an unfair advantage over the rest. Verant has gone to a great deal of trouble to create a world where people must work together, and it doesn't seem quite fair for every last secret to be revealed in such an impersonal format as a book. So, for instance, there are no descriptions of the deepest, darkest dungeons, or explanations of quests in which many have died trying to unravel their secrets.

EQ BASICS (p. 11). Players new to *EverQuest* should read this **Jargon Glossary** first! To anyone who isn't familiar with *EQ* jargon, parts of this book will be hard to decipher without it. Following the Glossary are Verant postings on **Play Nice Policies** (p. 25), **GM Guides** (p. 29) and the **Character Naming Policy** (p. 35) plus lists of the possible **Commands** (p. 37) and **Emotes** (p. 42) in the game and addresses of useful **EQ On-Line Sites** (p. 46).

PLAYER-CHARACTERS (p. 50). Creating a character that you can really “get into” is the first and best task in starting a long, healthy and enjoyable career in Norrath. This is a must-read for people who are thinking of trying out a new race, class or personality in the game. This chapter begins with a collection of race, class and deity **tables** (pp. 50-60), useful for quick comparisons.

The tables are followed with longer descriptions of each **Class** (p.62) and **Race** (p. 146) in the game, including a list of all possible skills and spells for each class, base stats for each possible race/class combination, notes on assigning bonus attribute points and picking a race, comments on solo and group tactics, and other tips.

After the detailed class and race descriptions, we conclude this chapter with notes and stats for all the **Skills** in the game (p. 176), including recipes (through difficulty 100) for all the trade skills.

WORDS TO THE WISE (p. 210). Strategies, tips, advice — all arranged for easy access. Think of it as a FAQ — not a substitute for getting out there, talking to other players and joining a guild, but advice to point you in the right directions. Sections include **Starting Off** (i.e., getting your system set up to play, p. 210), **Choosing a Server** (p. 212), **The Basics** (p. 214: Roleplaying, Time, Travel, Money, Quest, Items, Experience & Levels and Dying), **Combat** (p. 222), **Groups** (p. 225), **Casters** (p. 232, including Pets and Specialization), **Etiquette** (p. 238), **Language** (p. 241), and **Guilds** (p. 242).

DEITIES OF NORRATH (p. 244). Your choice of a god (or not) is important to nearly every NPC you meet, and therefore important to you. Read these summaries for a description of each of the primary gods ruling Norrath.

EXPLORING NORRATH (p. 254). First we take you on a quick thumbnail tour into all but the deepest, darkest corners of Norrath. Following that are maps of all starting cities, with detailed keys, plus a list of all the people and creatures that can be found in the nearby zones (where new characters can gain their first few levels of experience).

ITEMS (p. 350). Stats for containers, weapons, armor, jewelry and objects that can be used as shields.

CREATURES (p. 380). Stats for the monsters and critters found just outside the starting cities, from Alligators to Zombies.

SPELLS (p. 408). Complete info on all spells through level 24, plus lesser information on all other spells. Note that **Bard** spell songs (which no one else can cast or sing) are listed together, starting on p. 498.

Acknowledgements

We don't have room to list all the many people who have helped create this book. We have created strategy guides for nearly a decade, and this is by far the most input we have ever had from the players themselves. However, we would be extremely remiss if we didn't highlight a few super-achievers. Jesse Fletcher (Holy Sow), Anthony Brock and the panel (listed on the credits page) have all contributed above and beyond what we asked, with corrections, suggestions and clarifications. A 500-page book about a game as complex as *EverQuest* could never be error-free (and even if it were, the game will still have changed between the time the book went to press and it appeared in the stores), but these players are responsible for getting it as close as it is.

The individual class and race intros, along with the attribute and race notes for each class, were each written by a player (some at Verant, some not) who is very familiar with that class or race. We added material to each of these write-ups; any resulting errors should be considered ours, not theirs.

Gary Grobson, of Verant, provided several sections of this book, including most of the solo tactics for each class. Lawrence Poe (also with Verant) provided the basis for our class-by-class group tactics.

Many thanks to EQ Atlas (www.eqatlas.com), Mike Swiernik and his city maps. More information about this excellent website can be found on p. 267.

Many thanks also to EQ Casters Realm (<http://eq.castersrealm.com>) for their kind assistance, particularly with **Specialization** (p. 236). EQ Casters Realm is one of the oldest EQ fan sites online. It has grown from being a small Enchanter-specific site, to a full EQ information site encompassing all areas of the game. It has always had a heavy focus on the magical areas of *EverQuest* and is renowned for its high level of detail in spell lists, daily news, creation guides and FAQs, play strategies, item, monster and trade skill information. EQ Casters Realm has had a long history in speaking with the EQ development team on game issues, and has one of the most extensive reference archives of information from the EQ programmers available online.



And a reminder, the information in this book was correct at the time of printing. However, *EverQuest* is an ever-changing world and all of this information is subject to change at any time.

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EverQuest Basics



If you're not up to speed on EQ jargon, this tale is probably incomprehensible. It's included here to give you a taste of "EQ-speak."



K, I try to play by the rules and also be nice to other players. Here's what happened.

I wanted the tarnished brass key dropped by the Priest of Najena in Unrest. This is the first object in a caster quest for a very nice, no drop caster cloak (Mystic Cloak). I figured I'd get a nice group in the early 30's and try to hold a room on the top floor of the house while camping the Priest.

I got two clerics 32-34 (I'm a 32 Mage) and was waiting to get three more for the group. I went to investigate and the Priest was being camped by a 35 Mage. I told him to give me a tell when he got his key so that I could grab the camp. It was very cordial and he seemed like a nice guy, although kind of stupid to be solo in the house in Unrest.

We decided to pull from the house to the front of the fountains while we were waiting to get a full group, and the larger cleric went in to pull. We got a couple of nice mobs, killed a couple of small trains, etc. At this point, the mage camping the Priest pulled a horrific train, ran by us, and zoned.

I was medding (I think it was still from killing this guy's train actually) when the cleric yelled that he was pulling the Priest. I asked him if there was a Mage around and he said no. I popped up and there was the Priest. We killed him, and waited for about two minutes while the cleric teased me about the key. Finally I looted it.

Then five minutes later the mage shows up and starts yelling about me stealing his

camp. Well, I tell you, I felt bad for the guy and tried to give him the key which was (of course) no drop (else there wouldn't be a problem). I gave him 100pp, which he took and then kept yelling at me.

I asked the cleric, and he said he'd pulled the priest wandering around the house.

Then, two hours later, the mage started accusing me of KS'ing the Priest. This I'm pretty sure is not true, since 1) There was no pet there hitting the Priest, 2) I'm pretty sure the guy wasn't even in the zone, 3) It seems unlikely that a 34 Cleric is going to pull a mob away from an actively engaged 35 mage, who's going to pack a lot of punch with level 34 DD, 4) The mob seemed to be in almost full health when it arrived, and 5) The guy who pulled it said it was loose (I haven't played with him before). If someone tried to take a mob I was fighting and wanted badly, I'd be right on the mob's tail until one of us was dead. Furthermore, we didn't even loot the mob for a couple of minutes and this guy didn't say a word. I probably would have given him the loot if he'd shown up, just out of sympathy.

So, did I do something wrong? I feel bad about getting the loot so easily, when some poor slob had been camping him. I do think he's mistaken about the "KS" thing; all the indications are that the mob was loose. But he certainly has a point about the result — he'd been camping a mob that we got.

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Jargon Glossary

Because *EverQuest* is such a social experience, it should be no surprise to anyone that it has evolved its own culture ... including words and phrases specific to the *EverQuest* experience. Unfortunately it can be terribly confusing to someone new to the game. On the facing page is an example of what a dyed-in-the-wool EverQuester can sound like, taken from a public bulletin board.

Below is a list — not a complete list, but a good start — that may help you understand the jargon of the seasoned EverQuester.

Note: Whenever jargon, defined elsewhere in this glossary, is used in a definition, that word will be in italics.

- # **Level number.** Players sometimes refer to other characters by their level. In other words, a 28 Mage is a 28th level Magician.
- A simple number can also refer to a caster's mana percentage. Casters might use this to describe how much mana they have remaining (for example, "50" means the caster is telling her group that she still has half her total mana).
- AoE/AE **Area of Effect.** Many spells and items do not just affect the target, but anything around the target, as well. This is vitally important to remember in battle, where a spell's "backwash" might also affect the caster, or a weapon's area of effect might awaken creatures that were mesmerized ... and were intended to stay that way.
- AFK **Away from Keyboard.** You are announcing that you are away from your computer. This notifies the rest of your group that you will not be responsive to group discussions and that they must protect you in the event the group is attacked. It is usual courtesy to say "back" when you return. See */AFK, Commands*, p. 37.
- Aggro **Be aggressive.** When a creature attacks a person, it's "going aggro." Monsters are famous for going aggro on magic users, and the strong fighter-types keep busy taunting them off. This also refers to *mobs* that will attack any character that dares to get close to them. For instance, most skeletons are highly aggressive and therefore are referred to as aggro mobs.
- Bait **Monster Bait.** More commonly referred to as *pulling*. When a character is bait, he (usually a physically strong race/class, although fast helps, too) goes out to get the attention of a local creature and lure it back to where the party's magic users are waiting to destroy it.

Bind

Reset respawn point. Spellcasters, once they acquire this spell, can reset characters' bind points to their current location. (Well, casters who have this spell can bind themselves to almost any location, but characters without this spell can only be bound to cities or arenas.) This means that when they're killed, they'll respawn at their new bind point, rather than all the way back in their original city. Many casters will bind you to your location if you ask. The more nicely you ask, the more likely they'll grant your request. "Oh Great and Noble Mage ..." is a good way to start!

If you cast the spell on yourself, you can bind yourself anywhere you want (except Timorous Deep and a few other locations). If you cannot cast the spell, you must be bound within a city zone, or a few other special areas (such as all of Greater Faydark, the City of Mist and the outpost in the Overthere).

Blue

A likely win. A "blue" creature is one whose level is slightly lower than yours. When you con a creature, if the message appears in blue text, it means that this is one of the safest targets that will reward experience. Of course, a critter that's a "blue" to a level 50 Necromancer can easily bite the head off your average level 25 Bard.

BRB

Be Right Back. This is more "party talk" — i.e., what you might say to people in your group — than it is a general-use abbreviation. Saying you'll be right back is of shorter duration than being AFK.

BRT

Be Right There. "Party talk" for letting people know you're on your way. When someone in your party shouts, for instance, that a hill giant has suddenly appeared and is trying to beat her to a pulp, it's reassuring to let her know you're heading over to help ... without spending too much time typing out comforting phrases.

BTW

By The Way. An acronym that has crossed over from Email Quickspeak.


Bubble/Bub

Status bar section. Things such as experience, mana and stamina have status bars with a twisted, segmented look. Each segment looks a bit like a bubble; each bubble represents 20% of the total. When you're low on mana, you could say that you have one "bubble" left. Likewise, you could have "one bubble to go before leveling up."

Buff/Buffering

Magical enhancement. A player-character-cast spell that increases any attribute (for example, *SoW*, *Clarity*, *Daring*, damage shields, etc.). "Buffering" someone means making a character temporarily more effective by use of magic.

EverQuest Culture: Jargon Glossary

Camp	Wait. This is different from the hot key command “Camp” that you use right before you exit the game. To “camp” means to hang around an area where you know a monster (or <i>NPC</i>) is going to spawn, with the intention of killing it and getting its loot. Some monsters spawn regularly, others have to be killed before they will spawn again. See Etiquette , p. 238, for advice about camping situations.
Caster	One who casts magic. Most often, this refers to the INT-based casters — Enchanter, Magician, Necromancer and Wizard. Less often, it also includes the WIS-based casters — Cleric, Druid and Shaman (who are usually referred to as <i>healers</i> , rather than casters).
Con	Judge how dangerous. When characters target a creature or NPC and type /con, hit  or right-click, they will receive a statement as to how dangerous it would be to pick a fight. (See Con table, p. 208.)
Corpse	Dead body. For a period of time (depending on how high your level is; see How long will my corpse last? , p. 34) after you’re killed, there are two of you. A new “you” is respawned at your bind point, and the old body is left where it fell. If you can make it back before time runs out and your corpse disappears, you can retrieve your items from your old inventory. If you can’t ... well, you get to start collecting all over again. When the corpse goes, so do all its goodies.
CR	Corpse Recovery. This is the act of trying to get back to your corpse so that you can recover your possessions. You will often see characters asking for help with a CR or for a SoW to be cast on them because they have a long run ahead for a CR.
CU/Cya	See you (see ya). The “speed typing” version of goodbye. It works perfectly well, but many people don’t think it’s good role playing.
DD	Direct Damage. A type of spell that does direct physical damage to the target, usually all at once. These are usually pretty expensive in terms of mana, but when you need your opponent taken down right now, DD is the way to go.
Debuff	Reduce Attributes. When a “buff” character is rendered weak, has resistances reduced, or has a current buff dropped, then he or she has been “debuffed.” Debuff spells can be cast by a character on a creature; or (worse!) by a creature on a character.
Ding	Gain a level. So named because of the sound the game makes to announce to you that you’ve leveled.

DoT

Damage over Time. A type of attack (usually spell or poison) that inflicts a certain amount of damage delivered in increments over a period of time. They can turn the tide in long fights. Beware — many creatures use these against player-characters in forms such as poison, disease and their own DoT spells. Also be aware that any attack (including DoT) will break a *mez*.

EVAC

EVACuate. A type of spell that Wizards and Druids can cast to teleport their party to another location. There's a chance that party members standing too far away from the caster will be left behind, so it's best to use it only when facing annihilation. When someone thinks that the situation warrants a full-scale blind retreat, he'll yell "evac" and hope the caster doesn't fizzle the spell.

Finger-
wiggler

Magic user. More common in speech than in keyboard chatting, "fingerwigglers" refers to any pure caster.

Fizzle

Spell failure. When a magic user attempts to cast a spell and fails, it "fizzles." Some (but not all) of the spell's mana is consumed, but the spell does not happen. Failure can be caused by several things: moving during time required to cast the spell, being attacked, or just not having enough experience with the spell to cast it consistently. As a more specific usage, "fizzle" means a failure because you don't have enough experience to cast it consistently — this results in lost mana.

FoM/FM

Full of Mana. When a casters' mana bar is entirely blue, she has Full Mana and is ready to tackle the world (up to her level, of course). Casters will also say "100" to express the same thing.

FYI

For Your Information. An acronym that has crossed over from Email Quickspeak. It indicates that the following information may be of use, but is neither a request nor a demand.

Green/Greenie

A certain win. When you get a green /con, you outmatch your opponent (see **Con** table, p. 208). While you can kill the beast to get its loot, you won't gain any XP nor will your combat skills increase. If a green kills you, you will lose XP, so they are a waste of time and energy, unless you want their loot. It should be noted that if there are lower-level characters near the green, it's usually rude to kill it, since the others can get the benefit of the experience.

Grif

Griffin. Tough critter, and worth warning others about.

GTG

Good To Go. This is the common phrase said to the rest of your group to tell them that you have sufficient mana and HP to be able to fight again. Confusingly, it can also mean **Got to go**, meaning that you're about to haul tail out of the zone.

Haste

Quicker attacks. A haste spell gives you speedier attacks. Also used as a verb — a character can be hasted.

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Healer	WIS-casters. This refers to Clerics, Druids and Shamans, since they carry better healing spells than the hybrid WIS-casters or any of the <i>INT-casters</i> .
HG	Hill Giant. A not-uncommon creature, the hill giant is a serious threat to most characters. Remember, hill giants are one of those aggressive, “social” monsters that will come and help out any of their kin in combat. They have an extremely large area of perception and are highly aggressive. They should be avoided by all but high-level characters.
Hybrid	Fighter/Caster combination classes. This includes the Bard, Paladin, Ranger and Shadow Knight.
IMHO	In My Humble Opinion. Another Email Quickspeak acronym. Used to soften a statement that everyone may not agree with.
IMO	In My Opinion. Essentially the same thing as <i>IMHO</i> , above.
Inc	Incoming. A shorthand way to warn your party that you are <i>pulling</i> a creature back to camp, either intentionally or unintentionally. This gives everyone enough time to stop meditating, stand up and get ready to take action.
INT-Caster	Caster class whose Intelligence determines how much mana it gets. These include the Enchanter, Magician, Necromancer and Wizard. Occasionally, it also refers to the Shadow Knight hybrid class.
J/K	Just Kidding. Letting people know when you’re kidding is a good idea. Chatting does not convey emotion as much as could be hoped ... and it’s surprisingly easy to offend someone who misunderstands the spirit in which the statement was given.
K	’Kay. Short for OK or okay.
Kill Stealing	Unwelcome “help.” In <i>EverQuest</i> , the person (or party) who does the most damage to a creature is the one who gets the experience points (and loot). Common courtesy is to let the person who instigated the combat get the experience points, unless that person asks for help. Kill stealing is especially easy for <i>casters</i> , who can usually do in one spell what it would take several attacks with a conventional weapon to inflict. Even if you see that someone is about to die, ask before stepping in! It’s not unheard of for someone to be publicly accused of Kill Stealing, and thus become an unpopular character on the server.
Kite	Slow, attack, slow. Cast a movement-slowing spell (<i>Ensnare</i> , darkness line, <i>Bonds of Force</i> , etc.) and run ahead of a <i>mob</i> . Although this is not always the case, it is much safer to be able to outpace your opponent. People will also Kite while under the influence of a <i>SoW</i> or other speed-increasing spell while the mob remains at full speed. As the mob is following you, you blast at it with <i>DoTs</i> , <i>DD</i> spells, or however you wish to hit it.

KOS

Killed On Sight. Due to political reasons, some races or classes will automatically evoke a killing reaction in local creatures and/or NPCs. Necromancers, for instance, can expect a KOS reception in most cities, as can Dark Elves.

KS

Kill Stealing. See *Kill Stealing*, above.

Lag

Slow connection. A sad, sad situation where a player's connection is not good enough — for whatever reason — to adequately control his character. One of the main symptoms is reacting to a situation long after the reaction is appropriate (e.g., swinging at where a creature used to be).

LD

Link Dead. Linkdeath occurs when you completely lose your link to the game. Your group will see a "<character> has gone linkdead" message at this point, and unless your LD was caused by your computer crashing or locking up, you will generally see the black "You have been disconnected" screen. Being LD in a hostile situation will quickly devolve into real death unless you have group members to defend you.

Level Up

Increase Character Level. It's the moment everyone waits for — your character has finally earned enough experience points to go up a level. Primarily you get skill points that you can apply toward training, but at certain levels (depending on your character's class) you get access to new skills, spells or both.

/loc

Locate command. An extremely useful command: typing **/loc** will give you your current X/Y/Z coordinates. All players should develop the habit of checking their location any time they feel they're about to be killed. It makes finding your corpse much easier.

LOL

Laughing Out Loud. A crossover from Email Quickspeak, this is one of the phrases that attempt to convey the emotion in which a message was either sent or received. LOL means that you thought the previous statement (or event) was funny, and that you or your character is currently laughing.

Loot

Creature inventory. Any items in a creature's or NPC's inventory, which will become available to the victor upon the death of the owner. (You can take loot from a player-character's corpse only if you've both previously agreed to it.)

Also can be a verb, meaning to take the inventory from a creature. "I looted the key" means that you took the key from a fallen enemy's inventory.

Lore Item

Quest item. An item that is somehow involved in a quest. Lore items usually cannot be dropped or given away (although they can be destroyed), which always needs to be considered before picking up the item. They can, of course, be given to the appropriate person, as part of fulfilling the quest.

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LOS	<p>Line of Sight. Everything that can be seen from a character's first-person perspective is in "line of sight." Things that cannot be seen are very hard to hit. If something is out of your LOS when you're casting a spell that requires LOS, you'll get the message "You cannot see your target from here." You must be facing the <i>mob</i> to cast a spell that requires LOS, and you can't let the terrain obstruct your LOS. In Kunark zones with a lot of vertical terrain, you can't reach some of the locations that appear to be within your LOS, because of the vertical difference between your locations.</p> <p>There's one exception to this. If you're a Magician, try casting an LOS spell <i>after</i> you've turned away from your target, and see what happens.</p>
Lowbies	<p>Low level characters. This isn't a particularly common term. It's usually referring to characters between levels 5 and 10.</p>
Mage	<p>Magician. There are many different kinds of magic users in the game, but only Magicians are called mages.</p>
Med	<p>Meditate. Meditating (medding) is a way for magic users (after a certain level) to regenerate mana. The pro is that mana regenerates much more quickly during meditation. The con is that the mage is temporarily "out of the loop" since all she can see is her spell book. That's why it's important for a <i>puller</i> to warn his party that there's a monster incoming — a mage is a sitting duck during meditation.</p>
Mez	<p>Mesmerize. Enchanters are the masters of mesmerizing one or more monsters, in order that the fighters can pick them off one by one. A mezzed monster is only quiet and still until it is attacked (or the spell wears off), so Enchanters are well known for jumping around, yelling "Don't attack the mezzed mobs!"</p>
MOB	<p>Mobile Object. This is a very common phrase throughout <i>EverQuest</i>. Any creature that is computer-controlled is called a mob. In particular, it often refers to hostiles, differentiating them from other computer-controlled characters (NPCs) such as merchants.</p>
Nerf	<p>Programmed to be less effective. When a skill, item or power has its effect decreased by the programmers at Verant, for balance issues, people say it was "nerfed." Verant usually warns people of the impending change, but some people only find out about the change when they try to do something and it doesn't work the way they expect.</p>
Newbie	<p>Newly created character. Newbies are characters at or below level 5. They tend to stay just outside the city gates, killing small vermin and hoping nothing serious targets them. Remember, every powerful high-level character was once a weak newbie — it's the only way to get started.</p>

Newbie
Garden/
Newbie
Zone

Low-level creature area. Just outside the gates of most cities is an area that is plentifully stocked with low-level creatures. This is to provide the newly created characters with a hunting ground where they can safely ... or fairly safely ... achieve level 4 or 5.

No Drop

Non-droppable item. Some items cannot be dropped out of inventory, sold or traded (however, they can be put in the bank). They are labeled “No Drop” in the description (right-click on the item). Usually these are quest items that have a certain action associated with them, such as giving them to a specific person or combining them with other items to create some sort of special weapon, item, etc. These items can only be used in the manner intended, or destroyed.

No Rent

Temporary. This term is used to describe any item in the game that disappears when you log out. This includes all mage-summoned items. These items cannot be sold to NPC merchants and disappear when their current owner logs out or goes link-dead. If you have possession of No Rent items when the mage who summoned them logs out, they will not disappear. It is common for mages to give away such items before they log out, to whomever happens to be around. If you are the recipient of such a gift, it is polite to pass it on to someone else before you log out.

NP

No Problem. Shorthand method of responding to someone’s thanks.

NPC

Non-Player-Character. Any character that is not run by a player is a non-player-character. This term is usually used to describe only computer-driven people, such as merchants or guards.

Nuke

Powerful destructive spell. “Nuke” is short for “Nuclear Attack” and refers to any spell that will destroy an opponent, or so seriously damage it that it is no longer a threat. This also can refer to a *caster* going all out to kill a *mob* as fast as possible or causing a lot of damage in a short period of time.

OMW

On My Way. OMW is shorthand to let another player know that you intend to help, and that you’ll be there shortly.

OOM

Out Of Mana. When a mage is OOM, she cannot cast any more spells until she’s rested or meditated long enough to regain the mana. It’s polite to warn anyone who may be depending on your magical assistance that you aren’t going to be much help for a while.

PC

Player-Character. A character played by an actual person, rather than a computer-driven character, such as a guard or merchant.

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Pet **Monster Servant.** These are far from the cute-n-fluffy variety of pets. Certain casters, such as Necromancers and Wizards, can summon monsters that will obey their commands to physically attack targeted opponents. While the pet is attacking, the mage can be casting other spells. The higher the caster's level, the higher the pet's level. Eventually even a pet will be a match for most anyone it meets.

PH **Place-holder.** This is the *mob* that *pops* in the place of a unique mob. For instance, when a festering hag spawns in the place of the ghost in Unrest, the hag is called the PH.

PK **Player-killer.** A player-character who kills other PCs. In *EverQuest*, only characters who have mutually agreed to be player-killers can kill or be killed by other PCs. This is done by giving the book in your character's starting inventory to a Priest of Discord or by playing on a red (PvP) server. You can also engage in consensual PvP combat (on non-PvP servers) in the arenas in the various cities and by using the `/duel` command.

Note that if you turn in your book on a blue server, you can no longer be healed, buffed, etc. by non-player-killers, thus severely restricting your ability to group with other characters on that server.

Note: Sometimes a character is "charmed." These unfortunate characters are, for the duration of the possession, monsters. The player cannot control his character at all, and the character will run amok, killing other characters. The tricky thing is that it looks like a player-character, but is temporarily classified as a monster. Like a monster, these out-of-control characters can be killed.

PoF/PoH **Plane of Fear/Plane of Hate.** High-level zones that are not even accessible to characters below level 46. They should only be attempted with a large group of experienced characters.

Pop **Appear.** The common word that is uttered when monsters respawn, to notify your group to be ready to fight again.

Port **TelePORT.** Teleportation is instantaneous travel between one location and the next. Wizards and Druids are the two classes with location-specific teleportation spells. It is not uncommon for people to (loudly) request ports to whatever destination they desire.

**Power-Leveling/
PL** **Rapid level acquisition.** When a character does whatever is necessary to rise through the ranks as quickly as possible, she is power-leveling. This is something learned with experience, and includes ignoring green creatures, joining parties, taking on multiple quests, and generally losing a lot of sleep.

Proc

Process an action. Certain items have magical actions, often of use in combat. Each time such an item takes its action, it “procs.” Proc can also refer to the minimum period of time between such actions, so a magical weapon’s proc is both its magical action and the period of time before it can repeat the action.

Pull

Lure creature. When a character “pulls,” he goes out to get the attention of a powerful monster and lure it back to where the group’s magic users are waiting to destroy it.

Pure Caster

Caster classes who use spells as their primary skills. Generally, this refers to Enchanters, Magicians, Necromancers and Wizards. (It rarely refers to *WIS-casters* or *hybrids*.) By level 30, almost all of these first four classes have given up melee weapons.

PvP

Player versus Player. Any situation in which a player-character can kill another PC (duel, guild war, playing on a PvP server, etc.). Actually, you don’t have to be a player-killer to kill another PC. There are PvP zones in various cities where PCs can attack other PCs. They’re usually distinguishable by the copious amounts of blood splashed on the walls and floor. If you walk into an area where arena PvP combat can occur, you get a message telling you so. Stay at your own risk.

RDY/R

Ready. Pretty much an all-purpose word, it means that the player is ready for whatever is about to happen, whether it’s a duel, a teleport or full-fledged battle.

Red

An impossible win. When you target a person or creature and type `/con` to determine the likelihood of winning, a response in red text means that unless an extremely powerful person is standing nearby, ready to help you out, your opponent will swat you like a bug. The phrase “What would you like your tombstone to say” should be a clue.

Res

Resurrect. Clerics have resurrection spells, and can res their friends. Very useful.

RL

Real Life. Refers to your life outside of *EverQuest*. As in “I know you’re a Qeynos homey, but what’s your RL town?”

ROFL

Rolling On Floor Laughing. “I think that was funny.” ROFL is an acronym that has crossed over from Email Quickspeak.

ROFLMAO

Rolling On Floor Laughing My Ass Off. “I think that was extremely funny.” An acronym that has crossed over from Email Quickspeak.

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- Root** **Immobilization spell.** A Root spell is one that keeps the target from moving its feet or legs. This obviously makes it a much more appealing target, and is an integral part of *Root Blasting* a creature (see next entry). However, don't be surprised when other creatures do it to you! Times like that are when it's really handy to have friends around.
- Root 'n' Nuke** **Stop, attack, stop.** (AKA **Root Blasting**) Cast a spell that temporarily immobilizes a *mob*, then cast a *DoT* or *DD* spell ... and then meditate or run like mad until your mana is back up. At that point, repeat the process until the creature is dead.
- SG** **Sand Giant.** Giants are just dangerous no matter where you meet them. It's very important to recognize a giant warning when you hear one!
- SoW** **Spirit Of Wolf.** A Druid/Shaman spell that makes the target much faster, and therefore safer. It's common to ask for a Druid or Shaman to cast SoW on you before traveling long distances.
- Note: Druids and Shamans will usually cast the spell, rarely asking for anything in return. However, you increase your chances and make folks happier with you if you word your request "Noble Shaman, would you bestow ..." or "Great and Mighty Druid" Just saying "sow me" is a little abrupt.*
- Spam** **Message to everyone.** To "spam" a message is to send it to everyone, regardless of interest. In *EverQuest*, shouting things that are not pertinent to everyone can be annoying. On the other hand, shouting "Train North" is acceptable, since it is very important to some people but there's no way to quickly know exactly who.
- Spawn** **Creature Creation.** When an NPC or creature is killed, after a while it will be recreated at a certain location. This is called "spawning." If it is a creature with particularly interesting loot, frequently player-characters will go to the location and wait for it to spawn, so they can kill it immediately. PCs who die are also respawned, at their *bind* point (if they have one) or their home city. (PCs who are brought back to life by a friendly and powerful cleric are resurrected on the spot, not respawned.)
- Stun** **Paralysis spell.** When you stun a target, it loses all ability to move, leaving it entirely at the mercy of its enemy ... in this case, you. On the other hand, the reverse is true: if you get stunned, you're in serious hot water. Some physical attacks can also stun a target.
- Tank/Tanking** **Overwhelming Defense and Strength.** A tank is a character with great physical strength and stamina. A well balanced party will have a few tanks and several casters. A tank can withstand a great deal of physical pounding.

Taunt

Enrage. Paladins, Rangers, Shadow Knights and Warriors have the skill of taunting an enemy, and some combat spells automatically taunt their target. Essentially taunting is provoking an enemy to give up its current target and attack the taunter. This is used primarily when the enemy is focusing its attack on a weaker party member, who will be killed unless the enemy breaks off its attack. This is a little like throwing yourself on a grenade, only you have a much better chance of surviving.

Tombstone

Certain death. When a target is conned and the result is the red text of “What would you like your tombstone to say,” then it is certain that you’ll lose the battle if you don’t have heavy backup. “It looks like a tombstone to me” therefore means that you think failure is inevitable.

TPW

Total Party Wipeout. When is a party not a party? When it’s been TPW’d. Nothing left to do but try to make it back to your bodies. Times like this is when having everyone in the group bound to the same area is invaluable. There’s nothing worse than trying to cross hostile territory alone

Train

Creatures following a target. Two points: some creatures have “buddies” that will join their friend in battle, and creatures who are chasing you will follow you until you exit their zone. This means that it’s common to see a character running for the zone boundary, while being chased by two or more creatures. This is called “pulling a train.” The problem is that once the character exits the zone, the hostile creatures are now free to attack any innocent bystanders who happen to be in the vicinity. Therefore it’s common courtesy, under the circumstances, to shout “Train!” so that people can get clear of the area around the zone exit in question. If you know what direction you’re heading, it’s good to add that to the warning, so that people at other zone exits don’t have to worry.

Travel

Cover ground quickly. Travel spells and items help you travel faster. (By contrast, *haste* spells and items help you fight more quickly.) The most common travel spell is *SoW*.

Twinking

Giving Equipment. Occasionally you’ll see low-level characters with too much money, or with better armor than they can afford. They may have been “twinked.” This means that a player has taken her high-level character’s equipment or money, hidden it in a safe place, and then switched to her low-level character and retrieved it. Many players don’t approve of this practice.

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Twist	Successive Bard songs. If you have enough real world dexterity, your Bard can sing two or three songs back to back, over and over. This not only varies the effect of his attack (when used in battle), but there is a period of time when the old song is still in effect while the new song's effects start to kick in ... and that kind of double whammy is a glorious thing.
White (or Black)	Dangerous opponent. The color is actually dependent on the screen mode used, but "White" is the more common phrase. This refers to an NPC that is about your power level.
WIS-Caster	Caster class whose Wisdom determines how much mana it gets. These include the Cleric, Druid and Shaman, plus the Paladin and Ranger hybrid classes.
WTB	Want To Buy. Hope springs eternal ... asking if anyone has a specific item to sell is more likely to get a response if that item is fairly common in a nearby, but dangerous, zone.
WTS	Want To Sell. Offer up goods for sale. <i>EverQuest</i> is as capitalistic as you can get, and if you can find a market for your goods or skills, more power to you.
WTT	Want To Trade. Offer up goods for trade. People tend to hang on to their cash, usually because everyone is saving for some specific goodie, or because they stash it in the bank. They're more likely to be receptive to a trade.
Yard Trash	Easy opponents. The low-level critters (compared to the rest of the zone) that hang out in the starting areas of the zone.
Yellow	Risky to fight. A Yellow is not quite as serious as a Red, but you make a serious leap of faith to take one on alone. With a buddy for backup, it's more feasible.
XP/EXP/EP	Experience Points. For certain victories, a character gets a number of experience points. As XP accumulate, characters move on to the next experience level. Current experience points are measured in the golden bar to the left in the "Personal" screen.
Zone	Regional Area. Norrath is divided into zones. When crossing between zones, the message "Loading" appears, along with the zone that the character is about to enter. Certain things are restricted to zones. Creatures, for instance, cannot cross zone boundaries. A /shout can only be heard within the shouter's zone. Weather is also a zone-by-zone phenomenon. "Zone" can be an action verb, meaning to exit the zone. "He ran by me and zoned" means that he ran past and exited the zone.

Why “Play Nice Policies?”

— by Gordon Wrinn, Internet Relations Manager, Verant Interactive, 3/14/2000

Before we get into the wording of the “Play Nice Policies”, I’d like to take a moment to discuss their spirit, and why we feel that they are necessary.

EverQuest almost daily continues to astound everyone involved with it. Nearly one year since we opened our doors, *EverQuest* boasts a community of current players numbering nearly 200,000, most of whom still play on a daily basis. In all actuality, *EverQuest* has gone beyond what could be described with a term such as “community”. We are all, in fact, part of the *EverQuest* Society.

Like any society, each person has the ability to place his or her mark upon it. The vast majority of people in our society do their best to insure that their mark is positive, by abiding by the laws that we, much like the government, bring forward. Some of you choose to become pinnacles of honor, dignity and respect in your individual communities by forming guilds, promoting honorable actions by your members, and by supporting *EverQuest* on your web-sites.

Also like any society, we have our underbelly, a relatively small number of people who live to prey upon the honorable. It is frequently the goal of these people to see to their desires, no matter the effect of their actions upon others around them. They are the ones who claim ownership of servers, zones, or spawns, and cause or threaten harm to anyone who does not share their disregard and contempt. They are the ones who live, not to enjoy the game with everyone else, but to enjoy at everyone else’s expense.

For the first few months after *EverQuest*’s release, we felt that a policy of non-interference in many of these matters was warranted. However, we continued to lose good players. This was not due to any deficiency or dissatisfaction in the game, but due to dissatisfaction with the treatment that they received from their fellow players, and the perceived inability of our Customer Service department to intervene. Late last year, we made a commitment to our players to begin playing an active role in many of these situations.

The intent of these policies is to provide the players with general guidelines for what is or is not acceptable behavior in *EverQuest*, and give them the opportunity to work out differences prior to involving the *EverQuest* Customer Service Staff. Naturally, in a game as multifaceted as *EverQuest*, we are not able to cover every possible issue that could arise as part of these policies. In these cases, it is the spirit of a rule that will prevail over any discrepancies in the letter.

Play Nice Policies

A revision to the GM/Guide FAQ and the Rules of Conduct. The policies below are now in effect and will be reflected in the GM Guide/Conduct FAQ in the near future.

Kill Stealing

Kill Stealing will now be regarded as disruption and will result in disciplinary action when witnessed by any *EverQuest* Customer Service Representative (EQCSR). The EQCSR will review these situations on an individual basis and issue a decision which is considered binding upon all parties involved. Kill Stealing is defined as the killing of a mob for any reason that is already fighting or pursuing another player or group.

The intent of this rule is to discourage and make note of habitual Kill Stealers, not to punish those who honestly try to work together or those who make an honest mistake. Its enforcement by the *EverQuest* Customer Service Staff will reflect this philosophy.

Contested Spawns

There are cases where two or more groups wish to kill the same thing. In these cases, the groups are required to compromise. If an equitable compromise cannot be reached between the players prior to *EverQuest* Customer Service Staff involvement, the EQCSR will mandate a binding compromise. Refusing to abide by a compromise mandated by an EQCSR will be considered disruption. It is therefore strongly suggested that the groups make every attempt to reach a compromise that they can live with prior to involving an

EQCSR, who may mandate a compromise that does not suit you to the extent that a player-devised compromise would.

Note: A "group" in this case is defined as a party of one or more characters that are united in a common belief or goal and are capable of completing that goal.

Foul Language

Excessive use of foul language in an inappropriate context, including swear words, real-world racial slurs, and other language that is not consistent with the fantasy environment and designed to hurt, will be considered a disruption. The existence of the filter (/filter) is not a license to be profane.

Harassment

Harassment is defined as specifically targeting another player or group of players to harm or inconvenience them. Harassment can take many forms, as it goes to the state-of-mind of the person or party on the receiving end of the action. However, in order to account for those who are excessively thin-skinned, the EQCSR involved will make a determination as to whether or not the average person would feel "harassed" and act accordingly.

Zone/Area Disruption

Zone/Area Disruption is defined as any activity designed to harm or inconvenience a number of groups rather than a specific player or group of players. This includes things such as:

- † Monopolizing most or all of the kills in an area.
- † Deliberately blocking a doorway or narrow area so other players cannot get past.
- † Refusing to cooperate with the other parties at a contested spawn site after having been instructed to do so by an EQCSR.
- † Making excessive and inappropriate use of zone-wide communications (/shout, /ooc, /auction).

Reports of fFraud

Fraud in all transactions between players will result in disciplinary action when confirmed by an internal EQCSR. Fraud is defined as falsely representing one's intentions to make a gain at another's expense. Examples of this activity include but are not limited to offering to recover possessions from the corpse of another player and refusing to return that property to its owner as well as using flaws in a secure trade window to deprive someone of one of their items.

Guilds

Disciplinary issues involving guilds will also be addressed on a broader basis. Guilds whose members habitually violate any of the Rules of Conduct or Play Nice Policies may be disbanded. In addition, monopolizing numerous spawn areas with the intent to exclude other players will not be permitted. If investigated and verified by an internal EQCSR, monopolizing will result in the disbanding of the guild.

Training NPCs

The intentional training of NPCs will result in immediate disciplinary action when witnessed by an EQCSR. We are aware that accidents often happen causing unintentional trains, and will scrutinize each report of this activity closely.

Abuse

Though the following have always been in the GM/Guide FAQ, this letter is probably a good place to reiterate some of the items that we consider abuse:

- † **Hate Mongering** — participation in or propagation of Hate literature, behavior, or propaganda related to real-world characteristics.
- † **Sexual Abuse or Harassment** — untoward and unwelcome advances of a graphic and sexual nature. This includes virtual rape, overt sexual overtures, and stalking of a sexual nature.

EverQuest Culture: Play Nice Policies

- † **Attempting to Defraud a CS Representative** — petitioning with untrue information with the intention of receiving benefits as a result. This includes reporting bug deaths, experience or item loss, or accusing other players of wrongdoing without basis for it.
- † **Impersonating a Customer Service Representative** — falsely representing yourself to another player as a Guide or a Verant Interactive employee.
- † **CS Personnel Abuse** — sending excessive /tells to a CS Representative, excessively using say or other channels to communicate to a CS Representative, making physical threats, or using abusive language against a CS Representative.
- † **Using Threats of Retribution by GM Friends** — attempting to convince another player that they have no recourse in a disagreement because favoritism is shown to one of the parties by the Verant Interactive or Guide staff.

It is recommended that players make judicious use of the /report command when reporting abuse. The proper course of action is to file a report, then file a petition informing the *EverQuest* Customer Service Staff that a report has been filed.

Roleplay

Though *EverQuest* is a role-playing game, the claim of “role-play” will not be accepted in defense of any of the antisocial behaviors mentioned above. As an example, you are in no case (PvP or otherwise) allowed to “Train” a guard onto an enemy in protection of your homeland. In another example, a Rogue is not allowed to steal someone’s corpse under the guise of role-playing a thief.

By all means we want to encourage you to play your role, we just cannot allow that role-play to be done at another’s out-of-game expense.

To quote the Producer’s Letter from October 20, 1999, Verant GM-Administrators review records of disciplinary incidents on a daily basis. Action is taken based on the severity and nature of the offense, and/or the number of warnings issued to the customer. These actions may include but are not limited to, temporary suspension or permanent banning from the game. Be advised that you may not receive any notification or warnings, in-game or otherwise, prior to disciplinary action being taken against your account.

We ask that everyone give these new policies some time before judging their effectiveness. Our intent is to further our philosophy that no one player should ever be allowed to intentionally ruin the gameplay experience of another, a philosophy to which we are firmly committed. These policies will continue to adapt as we learn new ways to deal with particular issues, and discover new issues that need to be specifically addressed.

PvP Servers

The PvP Servers are a special case for many of the policies listed here. When one makes the decision to play on a PvP Server, they are in essence agreeing to play on a server where compromise is decided on the basis of who has the power to kill whom.

By the same token, we expect that the people on those servers will apply PvP combat in all situations where it is called for, as a resolution to the problem. As such, the *EverQuest* Customer Service Staff will decline to intervene in cases where a PvP alternative exists, such as at disputed spawns where the parties involved have the ability to attack each other.

Though the PvP environment does eliminate a few of the problems experienced on the normal servers, there are a few more PvP-specific problems that are created.

Causing Experience Loss

Intentionally causing experience-loss to other players in the PvP environment is illegal in all cases and will result in a warning when witnessed by an EQCSR. This includes things such as intentionally training NPCs, and purposefully allowing an NPC to get the final blow in combat. We do understand that there are cases where the experience-loss is unintentional, and will take no action unless a person earns a reputation of causing unintentional experience-loss.

Much like how the Kill Stealing rule applies to those on the blue servers, this rule is designed to discourage and make note of those who do it habitually, thus betraying the spirit of PvP. As a

note, the EQCSR will not in any case provide a resurrection for someone who was caused experience loss in PvP, intentionally or otherwise. This is one of the dangers of playing on a PvP server.

Bind-point/Corpse Camping

Killing someone over and over again while at his or her bind-point or while they are in the process of retrieving their corpse is illegal and will result in a warning when witnessed by an EQCSR. You are expected in all cases to give someone a reasonable amount of time to recover their corpse and leave the area prior to attacking again.

Conversely, the person recovering their corpse is expected to do so and retreat to safety promptly. In other words, sitting next to your corpse and taunting someone while daring them to attack you so that you can /petition them is bad form, and would result in a warning if witnessed by an EQCSR.

The EQCSR in attendance will decide what is reasonable in these cases. It is highly recommended that the people involved make equitable arrangements prior to involving the *EverQuest* Customer Service Staff.

GM Guides

This document will be updated online as new information is made available. The Guide program welcomes input on our policies and procedures. Input can be provided by emailing eqcs@verant.com. We request that players do not ask Guides to modify our policies and procedures instantly during the game, as they are not allowed to do this under any circumstances.

The Guide Program

What is the Guide Program?

Ozymandius started the Guide Program during early beta; its staff composed of volunteers who wanted to contribute to the game in a larger sense. Since its creation, the Guide program has grown at a tremendous rate, and has worked closely with Verant Interactive to see to it that players have a unified and dedicated group of people who exist to help them and make their gameplay experience rewarding. Today, the Guide program consists of hundreds of volunteer Guides, 1-3 Senior Guides per server, each responsible for all Guide operations on that server, and a team of Elder Guides responsible for overall program operations.

How do I become a Guide?

Players interested in volunteering at least 10 hours per week for the Guide program may apply at <http://guideapp.everquest.com>.

What can a Guide do for me?

Guides in *EverQuest* are given a wide range of powers in order to provide players with as much help as possible. Some of the most frequent services we provide are:

- † Corpse recovery when the character has died due to a verifiable bug.
- † Processing information for leg-up kits (reimbursals) for those who have lost corpses.
- † Rescues at sea for boating (bug) accidents.
- † Assistance in keeping the player free from unwanted harassment.
- † Assistance in reporting bugs found in the game.
- † Assistance in providing feedback for new game functions or modifications to existing functions.
- † Reporting and documenting cases of exploitation and abuse and issuing the required warnings in order to keep *EverQuest* "cheat free."

- † Assistance in corpse recovery when a player cannot see his corpse.
- † Unsticking player-characters who are lodged in the geography.
- † Coordination of problems found in the game with the highest priority/most frequent ones being hot-listed nightly for Verant.
- † Answering frequently asked technical questions and solving technical problems.
- † Creating and running dynamic quests in the game.

What can a Guide not do for me?

Guides follow an extensive set of procedures that detail what they can and cannot do when helping players in the game. We created these procedures by trying to imagine every possible player request, then removing the ones that would cause exploits or favoritism. It is the goal of the Guide program to help a player with any possible situation as long as:

- † It does not involve giving “spoiler” information, such as detailed directions, quest information, or information on creatures, armor and weapons. Knowledge of these subjects is considered part of the “mystery” of the game. It is part of the game to adventure and learn the wonders of the world of Norrath.
- † It does not create an exploitable situation. Examples of this would be switching a character to non-PvP. A player could

engage in PvP activities, then request to be switched back before any counter actions could be taken against him. Guides have no way of knowing the circumstances surrounding a character's PvP activities and therefore are not allowed to change the PvP flag. Another example of this might be retrieving corpses that are not due to a verifiable bug. If a player petitions that they went linkdead and died, we have no way to verify this, and cannot do a corpse recovery. Players simply “pulling the plug” whenever they get in over their heads in a battle, then asking for assistance with recovery, could easily abuse this.

- † It would not constitute favoritism or compete with activities conducted by players in the game. For example, Guides will not bind characters to a location, except in the case where there is a bug in that character's bind point. We cannot do this upon request for every player in the game, so it is unfair to do it for a few. (This would also compete with characters who are selling binding as a service.)

How do I contact a Guide?

A player can see which GMs and Guides are on a server at any given time by typing `/who gm all`.

GMs and Guides may be contacted by the use of the `/petition` command. Guides are instructed to not answer `/tell`, `/ooc` or `/shout`. This is not to disregard a player, but instead to assist those players who are currently in queue, and waiting for a Guide. Petitions are answered in the order in which they were submitted.

EverQuest Culture: Gameplay Situations

The petition queue was designed to provide a direct avenue to speak with an *EverQuest* Guide or GM. It acts as an information gatherer and can be accessed by all Guides and GMs to handle customer issues, complaints, bugs or feedback. The petition queue is the Guides' most versatile tool in assisting the player, and is one of the program's most highly regarded features.

It is the desire of the Guide program to answer every petition, no matter how trivial, even if the answer is "I'm sorry, but we're not able to do that." All customers are important and all need to know we care and listen to them. As a player, it helps to understand how the queue works, and how to best resolve your questions, comments and issues.

Gameplay Situations

The Guide program strives to keep the game free of bugs, exploitation, abuse and harassment. With large numbers of people online, such problems arise now and again, and the Guides intervene when necessary. The following information is provided to help players use the tools given to them to handle most situations, and to help them decide what to do when those tools are not enough.

What is an exploit?

Exploitation is defined as abusing a weakness or anomaly in the game system. An exploit provides an advantage for one or more players with the intention of profiting from that advantage in some manner.

Examples of Exploitation

- † **Duping (Duplicating).** Creation of money or items from nothing, or anomalies within the game, or possession of such money or items.
- † **Farming.** Using broken spells or specific spell effects to kill, drag or lure monsters, thus gaining experience/loot from them.
- † **Safe Zones.** Using areas of bad data in the game that have monsters behaving erratically (such as running in place, running around, standing still, or any other behavior that has the monster not defending itself) to kill said monsters with minimal or no danger to the attacker.
- † **Price Gouging.** Finding items that have anomalous pricing and abusing them, such as items that sell for more than they cost to buy.
- † **PvP Switch Avoidance.** Using in-game methods to work around the PvP switch and allowing non-PvP player-characters to kill other PCs, such as hall blocking, dumping of monsters, or spell effects that cross a boundary due to a bug.

What is considered abuse?

Abuse is defined as participating in any activity with the intent of disrupting the overall play environment of one or more players. See **Abuse**, p. 26, for more details.

What is considered disruption?

Disruption is defined as any activity that is disruptive to the game play of others, though not necessarily with the intent to do so. Disruption has been sub-categorized into major and minor types.

Examples of Minor Disruption

- † **Non-Fantasy/Offensive Names.** Using a name that is not appropriate for the fantasy genre of *EverQuest* (see **Character Naming Policy**, p. 35).
- † **Excessive Spam.** Continued overuse of /ooc, /shout or /auction over time such that many players complain.

Examples of Major Disruption

- † **Foul Language.** Excessive use of foul language in an inappropriate context, including swear words, real-world racial slurs, and other language that is not consistent with the fantasy environment and designed to hurt.
- † **Stalking/Harassment.** Following a character around after that character has asked to be left alone, continually vulching and kill stealing from the same person, and in general focusing unwelcome attention upon another over time.

What is the Guide program's procedure for handling exploits and abuse?

When a player is accused of abuse, exploitation or disruption, the process is as follows:

- † Guides gather all of the information on all parties involved. They get the character name, race, level and account name of both the accusers and the accused, as well as the zone and situation, and document it.
- † Guides act only as investigators and reporters in incidents of abuse, exploitation and disruption. We gather data, issue warnings and record the incident.
- † Verant reviews records of these incidents on a daily basis. Verant GMs will then take disciplinary action based on the severity and nature of the offense, and/or the number of warnings, subject to their discretion. This may include, but is not limited to, temporary suspension or permanent banning from the game. Disciplinary action may also include editing of the character's statistics, item inventory or experience. Verant may take other forms of disciplinary action at their discretion. Be advised you may not receive any warnings prior to disciplinary action being taken. Players who repeatedly exploit anomalies in the game or disrupt the gameplay of others will not be tolerated in *EverQuest*.

EverQuest Culture: Gameplay Situations

How can I handle verbal harassment by another player?

The best course of action is to immediately use the **/ignore <charactername>** command. It is a player's most powerful tool in these instances. If the harassment continues in another form (the person follows you throughout the game attempting to injure or annoy you), **/petition** your incident immediately.

What is considered a verified bug death?

A Guide has several tools at her disposal to verify bug deaths, researching each incident on a case by case basis.

Some examples of causes of death that are considered verifiable bug deaths

- † Falling through the world for massive damage (corpse is found 10,000 feet below the world).
- † Becoming trapped in a bugged patch of water, such that the character is unable to leave and drowns.
- † Being crushed by a ship.
- † Falling off a boat while zoning, drowning, and leaving a corpse at the bottom of the sea.

Can the Guides help me if I have a verified bug death?

If the cause of death was a verifiable bug, the Guides can and will assist you in recovering your corpse. Should your corpse be unrecoverable, the Guides will gather the

necessary information for a Verant GM to provide you with a leg-up reimbursal kit, which is designed to help you continue playing the game without having to re-equip your character from scratch.

This is a courtesy service provided by the Guide program in an attempt to compensate for the loss of experience and inconvenience caused by the character dying due to an anomaly in the game. Attempting to defraud a Guide by filing false claims will be handled as a case of abuse, and reported to Verant as such.

"Linkdeath" is caused by client or network issues that will exist well after release and cannot be compensated for by programming. "Linkdeath" can never be proven and can actually be used by players to purposely avoid dire consequences of their actions in the game. Consequently, dying while "linkdead" is not considered to be death by a bug, with the one current exception of characters going linkdead on boats and drowning in the ocean.

Who do I speak to about broken quests or general quest help?

Verant is taking the lead on quest issues. If you're having a problem with a certain quest, or if it does not seem to be working properly, Verant has set up an email communications pipeline. All quest questions/problems should be directed to questhelp@verant.com at this time.

What if I can't see my corpse?

Corpses are sometimes “invisible” after a death. A player may ask a Bard or Necromancer to verify that indeed their corpse is invisible (the Bard or Necromancer can see it, but the player cannot), as sometimes where a player “thinks” he died, is not where he actually died. This is especially common in larger zones like Greater Faydark. Once a player has verified that his corpse is indeed invisible to him, usually a quick log-out and log-in corrects the problem. If it does not, give the Guides a **/petition** and they will come to assist.

How long will my corpse last?

- All Levels** If you have no items on your corpse, it will disappear within 3 minutes.
- Level 1-5** Corpse will disappear within 30 minutes (real time) whether online or offline.
- Level 6+** Corpse will disappear within 24 hours if you are online (being at the Character Select screen *still* counts as online). Corpses will disappear at the end of 1 week if you are offline.

Note: The amount of time you spend online, while a corpse is decaying, will be proportionally subtracted from the amount of offline time available. For example, if you are online for 12 of the 24 hours, your corpse will have 3 days and 12 hours of offline time (half of one week) available to it.

What is the proper use of the /ooc, /auction and /shout channels?

These channels are provided as a courtesy for players to communicate with one another in specific methods. The **/shout** command is for players to use in-game character speech. This is used for roleplaying, asking for help or directions, etc. The **/ooc** channel is specifically for Out-Of-Character speech only. Tech questions, game issues, and other such non-roleplaying questions are commonly used in this channel. The **/auction** channel is for buying and selling of goods and services, and can be used in-character or not. It is important to remember that these channels are a courtesy for players; extended conversations should go into **/tell**. Players who continue conversations far beyond this are considered to be “spamming, or flooding” these channels and are reminded they are under the same rules and regulations in-game as they are when in *EverQuest's* chat rooms. Players should not have to turn off their **/ooc**, **/shout** or **/auction** channels because some players cannot follow or respect policy and other players.

Character Naming Policy

Character names in *EverQuest* should reflect the genre of the game. Original, high-fantasy names are desired. These guidelines apply both to first names and to surnames, and also to the combination of first name and surname.

The following types of names are unacceptable and are listed in order from the worst to the least offensive:

1. Vile, profane, rude or racist names including common swear words, anatomical references, racial slurs and homonyms of these words.
2. Combinations of words that produce an offensive result (e.g. Hügeaz, TugMcgroin).
3. Names of religious, occult or significant historic origin (e.g. Jesus, Allah, Satan, Stalin).
4. Copyrighted or trademarked names of products, characters, services or concepts (e.g. Drizzt, Marlboro, Sony).
5. Non-fantasy names from popular media (e.g., Rambo, Darthvader).
6. Common words and phrases that would not be found in the place and time setting of the game (e.g., Switchblade, Phaser, Toaster, Cannabis, Sloegin).
7. Proper names from *EverQuest* (e.g., Rathe, Karana). This also includes any name of a significant *EverQuest* NPC (e.g., Dorn, Trumpy, Karn).
8. The names of senior Customer Support Representatives or employees of Verant Interactive, SCEA or Sony Entertainment (e.g., Ifurita, Solist, Rhystan).

9. Names chosen with the intent or possessed with the effect of harming the reputation of a player or Customer Service Representative.
10. Names containing titles within them, such as, but not limited to: The, Lord, Lady, Master, King, Knight, Sir, Father (e.g., Sirtallon, Lordeagle, Mothermaggy).
11. Names that contain sentences, phrases or more than two words (e.g., Ikillocrs, Ontop, Petcarbop, Diediedie). Descriptive compound words are allowed, especially in surnames (e.g., Treehugger, Giantslayer).
12. Popular and easily recognized names from existing media (e.g., Merlin, Gandalf, Belgerath, Tanis).

For all of the above, misspellings and alternative spellings of the word or words are also unacceptable.

If you have given your character an unacceptable name, a member of the Server Management Team will use the following process:

- † For category 1-2 offenses, your name will be changed immediately. The Senior Staff member will then contact you to discuss the change. Please be aware that if your name is changed due to it being obviously offensive, any corpses owned by you will not be lootable, and no reimbursements will be given.

- † For categories 3-12, the Senior Staff member will contact you to initiate a discussion about a name change. When you have chosen a new name and have looted any outstanding corpses, the CS representative will perform your name change. Please be aware that if you do not choose a name within a reasonable amount of time, a new name will be assigned to your character. Furthermore, it is your responsibility to inform the Senior Staff member of the existence of any unlooted corpses that you own. After your name is changed, those corpses will not be lootable, and no reimbursements will be given.

Name and Surname Changes

First names will not be changed unless they violate this naming policy.

Players often petition to have their name or surname changed, or to ask for a surname that the `/surname` command won't allow.

A surname may be modified only if the character is level 20+ and ...

- † Either the surname, or the combination of the first name and surname, violates the Naming Policy.
- † Is getting married or divorced.
- † Is entering or leaving a guild or family that shares a common surname.
- † Doesn't have a surname yet, or wishes the current surname to contain double capitals (e.g., McGregor, GaFennix, XanLa).
- † Doesn't have a surname yet, or wishes the current surname to contain an accent (`) (e.g., Ka`Trevx, Doli`k, Jan`frik).

- † Doesn't have a surname yet and the desired surname is not being granted even though it does not violate the Naming Policy.

Surnames will not be modified for any other reason.

Surname Guidance

- † Surnames may not contain spaces.
- † Surnames may contain double capitals provided one of the divisions of the name is not a word, it does not create a title or a sentence, or it doesn't break up a real word.
- † Surnames may contain an accent (`) provided one of the divisions of the name is not a word, it does not create a title or a sentence, or it doesn't break up a real word. This accent is the only non-alphabetic character that is allowed in a surname.
- † Any number of characters may have the same surname. A player wishing to use a surname that's rejected by the name filter as already in use does *not* need to seek out the original user of that surname to obtain permission.

Surnames are protected by a Grandfather Clause: If a surname currently exists with spaces, double capitals or accents, but does not violate the naming policy rules, it will remain unchanged.

Note: Non-words (like D, Da, De, Di, El, Z, Za, Ze, Zi, L, Le, La, Li) are unacceptable in cases where the rest of the name contains a normal word, as they are references to "The" and imply a title. (For example, D`Kval is acceptable where D`Basher is not).

Commands

/afk	Away from keyboard. When activated, all private /tells sent to you will auto-respond with the message, "You told <character's name>, 'Sorry, I am A.F.K.'"
/anon or /a on or off	Makes you anonymous in /who and /who all , preventing other players from seeing your class, level and current location.
/assist	If you target a character who is engaged in combat, the /assist command automatically targets for you whoever that character is fighting at the moment. This can be very useful in heavy combat. To be most effective, it is best to set this as a Social button. You can /assist <name> without having to target that character first.
/auction <text>	Allows you to send auction messages throughout the current zone.
/autosplit	Automatically splits any loot you get with the rest of your group. Each member must do this to split all loot.
/bug or /b	Takes you to a bug-reporting screen.
/consent <char. name>	Gives that character permission to loot your corpse.
/consider or /con	Gives vital statistics of a targeted PC or NPC.
/corpse	Summons the character's corpse if it's within a 50' radius of the character.
/decline	Allows you to decline a duel.
/duel or /d	Challenges targeted PC to a duel. To accept, type /d with yourself targeted as well. Duel is in effect until one "dies" (is knocked unconscious) or flees the zone.
/em <text> , /e <text> or :<text>	In general, the result is a message to all nearby characters saying "<your character> <text>." For example, if you're Abeling, /em curses bitterly results in the message: "Abeling curses bitterly." However, the far more common use of this type of command is with one of the pre-defined Emotes , listed on pp. 42-45. These emotes display descriptions of your actions, and a few even have animations associated with them.

<code>/feedback</code>	Takes you to the feedback <code>/comments</code> screen.
<code>/filter</code>	Toggles the profanity filter on and off.
<code>/follow</code>	When you use this command while targeting another character in your group, you will automatically follow the targeted character.
<code>/friend</code>	Lists the characters in your friends list.
<code>/friend <char. name></code>	Adds or removes someone from your friends list (toggle). See also <code>/who friend</code> and <code>/who all friend</code> .
<code>/gsay <txt></code> or <code>/g <txt></code>	Sends the text to all in your group.
<code>/guild commands</code>	Sends orders to or about your guild:
<code>/guilddelete</code>	Guild leaders may use this command to disband their guild.
<code>/guildinvite <char. name></code>	Guild leaders and officers may use this command to invite new guild members.
<code>/guildinvite <char. name> o</code>	Guild leaders and officers may use this command to make someone an officer in the guild.
<code>/guildleader <char. name></code>	Allows the guild leader to transfer guild leadership status to another member.
<code>/guildpeace <opposing guild leader's name></code>	Allows the guild leader to decline the challenge of a guild war, or (once a guild war has begun) call a truce and end the guild war early.
<code>/guildremove</code>	Removes a guild member. (Any member can remove himself, but only the leader can remove other members and officers.) To remove yourself, target yourself first.
<code>/guildsay <text></code>	Sends a text message to fellow guild members currently on-line.
<code>/guildstatus</code>	Displays the targeted character's guild, and rank within his guild — player, officer or leader.
<code>/guildstatus <char.></code>	Displays a character's rank within his guild — player, officer or leader.
<code>/guildwar <opposing guild Leader's name> <duration></code>	Allows the guild leader to challenge or accept another guild in guild war. Duration is in days.
<code>/ignore <char. name></code>	Turns off all text from that character.
<code>/location</code> or <code>/loc</code>	Displays your current coordinates.

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<code>/log <char. name></code>	Logs all text locally to your machine. The log.txt file which is generated can be found in the EverQuest directory.
<code>/loot</code>	Allows you to loot a corpse from a short distance. The corpse must be targeted when performing this command.
<code>/ooc</code>	Allows you to say something as yourself ("out of character"), not as your character, heard throughout the zone.
<code>/pet <command></code>	Gives orders to a charmed or summoned pet. Sample pet commands:
<code>/pet as you were</code>	Returns the pet to neutral (canceling all previous orders).
<code>/pet attack <target></code>	Tells the pet to attack the designated target.
<code>/pet back off</code>	Tells the pet to stop its attack.
<code>/pet follow me</code>	Tells the pet to follow you, but ends when you cross a zone line.
<code>/pet get lost</code>	Will cause a summoned pet to suicide and vanish. You will not get mana from this. However, if your pet is one that you charmed and you use this command, the pet will simply wander off until the charm breaks. Then it will be most determined to hunt you down for having enslaved it.
<code>/pet guard here</code>	Tells the pet to guard its current location.
<code>/pet guard me</code>	Tells the pet to attack anyone that attacks its master, or that its master attacks.
<code>/pet report health</code>	Displays pet's current health (% remaining).
<code>/pet sit down</code>	Tells your pet to relax. (If you have a skeleton pet, it will temporarily collapse into a pile of bones.) It is important to note that your pet will not follow you while in this state – you'll have to tell it to follow or guard you.
<code>/pet stand up</code>	Tells your pet to stand if in a sitting position.
<code>/pet target</code>	Targets your pet. Note that it is far better to hit 1 twice (F1) (the first selects yourself and the second selects your pet) than to type out <code>/pet target</code> or waste a hotkey for it.
<code>/pet taunt</code>	Tells pet to taunt/stop taunting your current target (toggle).
<code>/pet who the leader</code>	Displays pet's owner (useful for Enchanters).
<code>/petition <message></code>	Requests assistance from a GM. The more detailed your message is, the quicker the assistance can be rendered.



/played	Gives you the birthdate and hours played with your character.
/random <x>	Generates a random number between 0 and x. This can be used to decide things randomly, for instance, who gets a recently acquired treasure. Simply have the characters who want the item each guess a number between 0 and x, and then use the command to randomly generate a number. The character who guessed the number closest to the randomly generated number wins the treasure.
/random <x> <y>	Generates a random number between <x> and <y>.
/reply <text>	If a /tell is received, you may respond by using this command. Note that this replies to the most recent /tell you received, so if you're getting multiple /tells your /reply may go to someone other than who you intended.
/roleplay	Activates the /anon flag and changes your display name to purple.
/shout <text>	Sends the text across entire zone.
/shownames on or off	Turns on or off visible names above PCs' and NPCs' heads. Red names are PvP, Blue names are -PvP and Purple names indicate characters who have turned their /roleplay switch to on . You should interact with "purple" characters 'in character' primarily, and avoid out-of-character comments and conversations, as much as possible. "Purple" characters show up as "(unknown)" on a /who search, as opposed to "(Anonymous)."
/split <number>	Splits the specified amount of money with your group: platinum, gold, silver and copper respectively. For example, /split 4 3 2 0 splits 4 platinum, 3 gold, 2 silver and 0 copper with the rest of the group. All numbers must be present – use 0 for coins that you don't want in the split.
/surname <last name>	Characters over level 20 may use this command to assign themselves a last name.
/tell <character name>	Sends text to named character anywhere in the game.
/time	Gives you the time of day in Norrath.
/who	Lists all player-characters in your zone.

EverQuest Culture: Commands

<code>/who all</code>	Lists all player-characters on the server. Note: <code>/who</code> and <code>/who all</code> are also usable with masks to look for certain characters online. In general, “all” will list all matches found on your server; not including “all” will only list matches found in your current zone. For example:
<code>/who 1 5 all</code>	Generates a list of all player-characters on your server who are between levels 1 and 5.
<code>/who all friend</code>	Generates a list of the characters in your friends list who are on your server (see <code>/friend</code>).
<code>/who <class></code>	Generates a list of all characters of that class in your zone.
<code>/who corpse</code>	Lists all the corpses you have in the current zone.
<code>/who friend all</code>	The same as <code>/who all friend</code> .
<code>/who gm all</code>	Generates a list of all the GMs that are on your server.
<code>/who friend</code>	Generates a list of anyone on your friends list who is in your zone (see <code>/friend</code>).
<code>/who <name or partial name> all</code>	Generates a list of all characters whose names begin as specified. For example, <code>/who ae all</code> generates a list of all characters whose names begin with Ae.
<code>/who <race></code>	Generates a list of all characters of that race in your zone.
<code>/who <classification> all</code> or <code>/who all <classification></code>	Generates a list of all who fall into that classification who are online in all zones. For example, <code>/who wiz all</code> displays all Wizards who are currently on your server.
<code>/who <guildname> all</code>	Generates a list of all the non-anonymous members of the guild you name. Note: Asking for something that gives a huge list, like <code>/who all warrior</code> , is <i>not</i> going to give you the name of every Warrior in the game. At a certain point the buffer gives out and you get a partial list of 100 or so names. This is a good reason not to make such broad “all” searches, since it rarely includes the specific character you’re looking for.
<code>/yell</code> or <code>/y</code>	Issues a “cry for help” to all characters within a 100-foot radius.

Emotes

Emotes are a way of describing what your character is doing. Usually, emotes are something typed in by the player (For example: **/em kicks her fallen enemy** would display as “Narra kicks her fallen enemy”), however some emotes have shortcut commands. In those cases, all you have to do is type the command and the full sentence appears in your chat box. In most cases, there’s an animation to go with the emote command.

Below is a list of emotes and what they do. For these examples, Narra is the player’s character. Mac is the name of her target, when she has one.

<i>Emote</i>	<i>Animated?</i>	<i>If you have a target</i>	<i>If you have no target</i>
/agree	Yes	Narra agrees with Mac.	You agree with everyone around you.
/amaze	Yes	You gasp at Mac in amazement.	You are amazed!
/apologize	Yes	You apologize to Mac whole-heartedly.	You apologize to everyone.
/applaud	Yes	You applaud Mac's performance.	You give a round of applause.
/bird	Yes	Narra makes a rude gesture at Mac.	You make a rude gesture.
/bite	No	You bite Mac on the leg.	You look around for someone to bite.
/bleed	Yes	Narra bleeds all over Mac.	You bleed quietly.
/blink	Yes	You blink at Mac in disbelief.	You blink in disbelief.
/blush	Yes	Narra blushes at Mac.	You blush profusely.
/boggle	Yes	You boggle at Mac, shaking your head and looking confused.	You boggle, shaking your head and looking confused.
/bonk	No	You bonk Mac on the head.	You look around for someone to bonk.
/bored	Yes	You inform Mac that you are bored.	You inform everyone that you are bored.
/bounce	No	Narra bounces around Mac.	You bounce with excitement.
/bow	Yes	Narra bows before Mac.	You bow.

EverQuest Culture: Emotes

/brb	Yes	You let Mac know that you will be right back.	You announce that you will be right back.
/burp	Yes	Narra burps loudly at Mac.	You burp loudly.
/bye	Yes	Narra waves goodbye to Mac.	You wave goodbye to everyone.
/cackle	Yes	Narra cackles gleefully at Mac.	You cackle gleefully.
/calm	No	Narra tries to calm down Mac.	You look peaceful and calm.
/cheer	Yes	Narra cheers at Mac.	You cheer.
/chuckle	Yes	Narra chuckles at Mac.	You chuckle.
/clap	Yes	You clap happily for Mac -- hurray!	You clap your hands together -- hurray!
/comfort	No	Narra comforts Mac.	You need to be comforted.
/congratulate	Yes	You congratulate Mac on a job well done.	You congratulate those around you on a job well done.
/cough	Yes	Narra coughs at Mac.	You cough.
/cringe	Yes	Narra cringes away from Mac.	You cringe.
/curious	Yes	You look at Mac curiously.	You look around you curiously.
/cry	Yes	Narra cries over Mac.	You cry.
/dance	Yes	You grab hold of Mac and begin to dance with him.	You stand on your tip-toes and do a dance of joy!
/drool	Yes	Narra drools all over Mac.	You drool — something must have you excited!
/duck	Yes	Narra ducks behind Mac.	You duck.
/eye	Yes	Narra raises an eyebrow at Mac.	You raise an eyebrow inquiringly.
/finger	Yes	Narra makes a rude gesture at Mac.	You make a rude gesture.
/flipoff	Yes	Narra makes a rude gesture at Mac.	You make a rude gesture.
/frown	Yes	Narra frowns at Mac.	You frown.
/gasp	Yes	You gasp at Mac in astonishment.	You gasp in astonishment.
/gesture	Yes	Narra makes a rude gesture at Mac.	You make a rude gesture.
/giggle	Yes	Narra giggles at Mac.	You giggle.
/glare	Yes	Narra turns an icy glare on Mac.	You glare at nothing in particular.

/grin	No	Narra grins evilly at Mac.	You grin evilly.
/groan	Yes	Narra groans at the sight of Mac.	You groan.
/grovel	Yes	Narra grovels before Mac.	You grovel pitifully.
/hail	No	You say "Hail Mac."	You say "Hail."
/happy	Yes	Narra is very happy with Mac.	You are so happy.
/hug	No	Narra hugs Mac.	You hug yourself.
/hungry	Yes	You let Mac know that you need food, badly.	You need food, badly.
/introduce	Yes	You introduce Mac.	You introduce yourself. Hi there!
/jk	No	You let Mac know that you were JUST KIDDING!	You were JUST KIDDING!
/kneel	Yes	You kneel before Mac in humility and reverence.	You kneel down.
/laugh	Yes	Narra laughs at Mac.	You laugh.
/lost	No	You inform Mac that you are completely lost.	You look completely lost.
/massage	No	You massage Mac's shoulders.	You look around for someone to massage.
/moan	Yes	Narra moans at Mac.	You begin to moan.
/mourn	Yes	You lower your head and mourn the loss of Mac.	You lower your head and mourn the loss of the dead.
/nod	Yes	Narra nods at Mac.	You nod.
/panic	No	Narra panics at the sight of Mac.	You panic and scream.
/peer	Yes	You peer at Mac, looking him up and down.	You peer around intently.
/plead	Yes	You plead with Mac desperately.	You plead with everyone around you.
/poke	No	Narra pokes Mac.	You poke yourself.
/point	Yes	You point at Mac. Yeah you!	You point straight ahead.
/ponder	Yes	You ponder Mac. What is going on with him?	You ponder the matters at hand.
/puzzle	Yes	You look at Mac, completely puzzled.	You look completely puzzled.
/raise	Yes	You look at Mac and raise your hand.	You raise your hand.

EverQuest Culture: Emotes

/ready	Yes	You ask Mac if he is ready.	You let everyone know that you are ready!
/roar	Yes	Narra emits a low rumble and then roars at Mac.	You emit a low rumble and then roar like a lion.
/rofl	No	Narra rolls on the floor laughing at Mac.	You roll on the floor laughing.
/rude	Yes	Narra makes a rude gesture at Mac.	You make a rude gesture.
/salute	Yes	You snap to attention and salute Mac crisply.	You salute the gods in pure admiration.
/shiver	Yes	You shiver at the thought of messing with Mac.	You shiver. Brrrrrr.
/shrug	Yes	You shrug at Mac.	You shrug unknowingly.
/sigh	Yes	You sigh at Mac.	You sigh, clearly disappointed.
/smirk	No	You smirk mischievously at Mac.	You smirk mischievously.
/smile	No	Narra beams a smile at Mac.	Narra smiles.
/snarl	Yes	You snarl meanly at Mac.	You bare your teeth in a terrible snarl.
/snicker	Yes	You snicker softly at Mac.	You snicker softly.
/stare	Yes	You stare dreamily at Mac, completely lost in his eyes.	You stare at the ground.
/tap	Yes	You tap your foot as you look at Mac impatiently.	You tap your foot impatiently.
/tease	No	You tease Mac mercilessly.	You look about for someone to tease.
/thank	Yes	You thank Mac heartily.	You thank everyone.
/thirsty	No	You let Mac know that you need drink, badly.	You need drink, badly!
/veto	Yes	You veto Mac's idea!	You veto the idea.
/wave	Yes	Narra waves at Mac.	You wave.
/welcome	Yes	You welcome Mac warmly.	You welcome everyone.
/whine	No	You whine pitifully at Mac.	You whine pitifully.
/whistle	Yes	You whistle at Mac appreciatively.	You whistle a little tune.
/yawn	No	You yawn rudely in Mac's face.	You open your mouth wide and yawn.

EQ On-Line Sites

These sites were current and long-running at the time of publication, but we can't guarantee they will always be there when you need them.

The Official EverQuest Site <http://www.station.sony.com/everquest/>

The one and only official home page. Be sure to try the Newbie Zone message board.

General

Allakhazam

<http://everquest.allakhazam.com/> OR

<http://eq.stomped.com>

A no-holds-barred source of facts, including an index of quests and how to complete them.

Crossroads of Norrath

<http://con.xrgaming.net/>

A goldmine of facts.

EQ Atlas

<http://www.eqatlas.com/>

An excellent source of consistently high-quality maps for a large number of areas.

EQ Links

<http://www.eqlinks.com/>

A mind-boggling array of *EverQuest* links.

EQ Stratics

<http://eq.stratics.com/>

An all-purpose site that includes comments on current events, a variety of forums, etc.

EQ's Best Link Site

<http://members.home.net/federici2753/>

[MainPage.html](#)

Another mind-boggling array of EQ sites.

EQGuide

<http://www.eqguide.com/>

A good, no-spoiler site with a comfortable feel.

EQlizer

<http://www.gameznet.com/eq/cgi-bin/>

[viewnews.cgi?profileClassic](#)

A lot of information, without being too much of a spoiler-fest.

EverLore

<http://www.everlore.com/>

Updated daily by *EverQuest* players. Good spells lists and news section.

EverQuest Corner

<http://www.eqcorner.com/>

Good info, good forums and good site list.

EverQuest Express

<http://www.eqx.simplenet.com/>

A genuine on-line newspaper that comes out weekly. There are stories, editorials and an excellent Q&A section. The archives are easily accessible.

EverQuest Glossary

<http://amtgard.pinkpig.com/everquest/>

[eqglossary.htm](#)

A comprehensive *EverQuest* jargon glossary.

EverQuest Vault

<http://eqvault.ign.com/>

A vault of information, and a wealth of bulletin boards on nearly all conceivable subjects.

Maximum EverQuest

<http://www.maximumeq.com/>

A ton of information, well laid out.

The EverQuest Tavern

<http://clubs.yahoo.com/clubs/theeverquesttavern>

Sit back and chat awhile.

EQ Headquarters

<http://www.eqhq.com/>

Discusses everything from character creation to current events.

Blood Reign

http://www.geocities.com/eq_blood_rain

Excellent example of a guild site, complete with stirring soundtrack and slide show.

EverQuest Culture: On-line Sites

EQ Maps

<http://www.eqmaps.com>

Multiple maps of most locations, plus messages, an items database and NPC updates.

EQ Photos

<http://eqphotos.eqrealms.com>

Meet the RL (real life) people behind the characters!

EQ Portal Community Housing

<http://www.eqportal.com>

A gateway to many useful webpages.

Cazic Thule Corner

http://cazic-thule.com/ctcmain/ctc_gallery.htm

Forums, equipment list, bestiary, links ...

Illia's EverQuest Bestiary

<http://eqbeastary.allakhazam.com>

An excellent site that details every zone, the monsters within, what faction they are with, pictures, and the loot you'll find from them.

Mythiran Tower

<http://www.mythiran.com>

A good site for caster research. Also lists the ingredients for the all-important "Practice Runes" for learning research quickly.

EZ Board

<http://www.ezboard.com/find.html>

Search for "everquest" and you'll find close to 2000 related message boards.

PvP

<http://pvponline.com>

Comic strips only a gamer could love.

EQ Items

<http://www.pompano.net/~amylynn1>

Adventurers Journal

<http://adventurersjournal.eqhq.com>

EQ Forge

<http://eqforge.com>

EQ Traders' Corner

<http://eqtraders.com>

EverQuest Happy

<http://eqhappy.com>

EQ Prices.Com

<http://eqprices.com>

EQ Realms

<http://eqrealms.com>

All For Wood Elves!

<http://www.everq.bizland.com>

Gaming Revolution Network, EverQuest

<http://rpg.gamingrevolution.com/everquest/>

Dr. Twister

<http://eq.drtwister.com>

Coolshot.net

<http://www.coolshot.net>

Solusek Ro.com

<http://www.solusekro.com/eq/>

EQuest Search Engine

<http://equestsearch.com>

Outriders of Karana, Kunark Mapping Project

<http://www.tapr.org/~OutridersKarana/kunark/kunark.html>

Bertoxxulous Hall

<http://www.portice.com/berthall/bertox.shtml>

Torvonnilous

<http://www.torvonnilous.net>

EQ Watch

<http://www.eqwatch.com>

The Portal

<http://www.portalnetgames.com>

The Long Road Journals

<http://www.longroadjournals.com>

GuildBoss

<http://www.guildboss.com>

Guild management program to organize guilds.

Magic Users

Casters Realm

<http://eq.castersrealm.com/>

Maintains a database of official posts ... plus news, spells, creation guides and info.



Hybrids

EverHybrid

<http://www.everhybrid.com/>

Ranger, Paladin, Shadow Knight, Bard ...

Bard

Concert Hall

<http://www.attcanada.net/~reaper/>

Soerbaird

<http://www.sok.org/soerbaird/>

The EverQuesting Bard

<http://amtgard.pinkpig.com/everquest/eqbard.htm>

Cleric

EQ Cleric

<http://eqcleric.gameglow.com/>

Clerics of Hate

<http://www.clericsofhate.com>

Druid

EQ Druids

<http://www.eqdruids.com/>

The Druids Grove

<http://server3.ezboard.com/bthedruidsgrove>

Enchanter

The Enchanted Circle

<http://www.terrapinsolutions.com/enchant/index.cgi>

Enchanter's Assembly

<http://enchanter.atomicgamers.com>

Magician

The Mage Compendium

<http://www.magecompendium.com>

EverQuest Magician Research

<http://www.watson.org/~wander/eq/>

Monk

EQ Monk Realm

<http://monks.shada.com>

Necromancer

EQNecro.com

<http://www.eqnecro.com/>

Necromancer's Hideout

<http://www.geocities.com/Area51/Crater/3074>

Paladin

Paladins of Norrath

<http://www.advancedtechnology.on.ca/eqpaladin/>

EQ Paladins

<http://paladins.gq.nu>

Ranger

EverQuest Rangers

<http://www.geocities.com/eqrangers/>

Rogue

The Safehouse

<http://www.guildboss.com/safehouse/>

The Rogues Pub

<http://drink.to/roguespub>

Shadow Knight

EQ Shadow Knights

<http://sk.eqhq.com/>

The Knight Watch

<http://www.eqforge.com/shadowknight>

Shaman

Ultimate Shaman Guide

<http://gladstone.uoregon.edu/~jwindshe/usg/>

Warrior

Swordstrike

<http://www.eqportal.com/Warrior/swordstrike/>

The Warriors Edge

<http://www.thevision.net/stryph>

Wizard

Graffe's Wizard Compilation

<http://www.graffe.com/>



Player Characters



Player Characters

The heart and soul of *EverQuest* is roleplaying. When you create your character, you design from the ground up who you will be for hours and hours (and days and days, or if you're like most of us, weeks or months). Creating a persona is essentially kicking off a long-term relationship ... a relationship with yourself.

It's more work than saying "I want to play *EverQuest*" and having someone give you a character, all ready to go. A ready-made character would be defeating the purpose of the game. A really good personality will reflect aspects of your inner self that have been lying abandoned in your subconscious, getting dusty and tattered. That's what makes role-playing fun — being able to exercise all those deep-down inclinations that regular etiquette says aren't acceptable. The challenge is to create a role that you'll be able to play with real flair and panache.

Think about it. Deep down inside, are you dying to call all those rude and ignorant people you meet worm-eating miscreants, and challenge them to a duel? With the right character, it's the natural thing to do. Would you like to face danger? Find it. Do you like to make wisecracks in the face of danger? Do it. Have you always wanted to be the soft-spoken healer that people turn to for help and advice? Now's your chance. In fact, with the right character, you can chuckle at others' pain and mock them when they lose. (Of course, don't be surprised if your dark and nasty character doesn't make a lot of friends and has to lone wolf it most of the time!)

Creating a Character

Obviously it's one thing to say, "You should create a really good persona," and another thing entirely to go about making one. Here are some tips that might help you cook up a really interesting on-line character.

Personality. Sit back for a few moments and think about what kind of person you are going to create. What would be fun to play? What sort of personality will this character have? Snippy and brusque, calm and serene, wise-cracking, down-to-earth ... these character traits are like a skeleton for your character. Once you have the basic form, you can go back and flesh out details.

Note: If you're stumped, you can always borrow a personality "skeleton" from a TV show (or movie, book, etc.) that you enjoy. Just be absolutely certain it is a personality you'll feel comfortable playing. Some people feel more confident in maintaining a consistent personality if they can think, "what would so-and-so do in this situation?"

Powers and abilities. Once you have an idea about the personality you'd like to work with, the next most important aspect is the character's *modus operandi*. How are you going to function in society? Start with the simple things: will you be a magic user or will you rely on your strength and speed? Once you know that, you're halfway there.

Creating a Character

Now, look at your personality and decide how the skills you want are going to mesh with the kind of personality you've picked. Don't get caught in the trap of thinking in stereotypes. Just because you're snippy and brusque doesn't mean you can't be a healer. Healers can be surly and snappish – as long as they keep patching up the wounded, they're still good healers.

Class and Race. (See **Classes**, page 62, and **Races**, page 146.) Now, you may have been told that the very first thing you should do is decide what race you want your new character to be. That works, and you can certainly do it that way if you want. However, there's a good reason to consider class before you consider race. That reason is teamwork.

EverQuest is a very social game. People dealing with people ... that's the way the world works. Unless you decide to create a character that just won't get along with other people (like the lone wolf mentioned earlier who laughs at injuries), you'll probably want to join a party sooner or later. It's the best way to get experience and loot, and generally considered an all around good idea. What does that have to do with class? Well, you're going to have to be able to do something that's of value to your adventuring party.

Classes are essentially occupations. Mind you, they're not jobs (a thing wonderfully unnecessary on the bonny shores of Norrath). They do, however, let people know what they can expect from you, in terms of overall group support. So decide what you want to do, and then choose a race that will allow you to do that.

Note: Healers are usually very popular. There aren't a lot of them, since fighters are easier to play and other forms of magic are flashier. They're useful in a party, though, and can be a very interesting role to play.

After you've decided what class you're interested in, you can then choose from the races are available to you. (Yes, you can choose the race and then choose the class. That's a perfectly valid way to design up a character ... in fact, that's the way the game is set up.)

Choosing a race has certain ramifications. Depending on which race you pick, certain classes, starting cities and physical characteristics become available, and others become off-limits.

Deities. Religious characters in Norrath wear their beliefs on their sleeves – NPCs will be able to tell just by looking at you whether you're agnostic or the worshipper of a particular deity. They take this into account when deciding whether or not they like you. (Note well, Enchanters, that your illusions can overcome racial hatred, but unless you're agnostic, your true beliefs will always show through.) Some deities have placed special items on Norrath for the exclusive use of their adherents.

Attributes. Depending on your chosen race and class, you will have a different base set of attributes (Strength, Stamina, Agility, Dexterity, Intelligence, Wisdom, Charisma) as well as a certain number of "bonus" points that you can distribute among them. The typical "important" attributes for the class are in bold (and green on the character screen), and it's generally recommended that you add – and add generously – to those particular attributes.

Race and Class Combinations

Below is a chart illustrating which classes characters of different races can belong to.

	<i>Bard</i>	<i>Cler</i>	<i>Druid</i>	<i>Ench</i>	<i>Mag</i>	<i>Monk</i>	<i>Necr</i>	<i>Pala</i>	<i>Rang</i>	<i>Rog</i>	<i>ShKn</i>	<i>Sham</i>	<i>Warr</i>	<i>Wiz</i>
<i>Barbarian</i>										✓		✓	✓	
<i>Dark Elf</i>		✓		✓	✓		✓			✓	✓		✓	✓
<i>Dwarf</i>		✓						✓		✓			✓	
<i>Erudite</i>		✓		✓	✓		✓	✓			✓			✓
<i>Gnome</i>		✓		✓	✓		✓			✓			✓	✓
<i>Half Elf</i>	✓		✓					✓	✓	✓			✓	
<i>Halfling</i>		✓	✓							✓			✓	
<i>High Elf</i>		✓		✓	✓			✓						✓
<i>Human</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
<i>Iksar</i>						✓	✓				✓	✓	✓	
<i>Ogre</i>											✓	✓	✓	
<i>Troll</i>											✓	✓	✓	
<i>Wood Elf</i>	✓		✓						✓	✓			✓	

Class Ability Modifiers

The basic stats for your character's race are modified according to the table below.

Bonus Points: You can't spend more than 25 bonus points on any single ability, even if you have 30 bonus points. You also may not take any ability higher than 150, although this only limits the Ogre's Strength and Stamina.

	<i>STR</i>	<i>STA</i>	<i>AGI</i>	<i>DEX</i>	<i>WIS</i>	<i>INT</i>	<i>CHA</i>	<i>Bonus Ability Points</i>
<i>Bard</i>	+5	-	-	+10	-	-	+10	25
<i>Cleric</i>	+5	+5	-	-	+10	-	-	30
<i>Druid</i>	-	+10	-	-	+10	-	-	30
<i>Enchanter</i>	-	-	-	-	-	+10	+10	30
<i>Magician</i>	-	+10	-	-	-	+10	-	30
<i>Monk</i>	+5	+5	+10	+10	-	-	-	20
<i>Necromancer</i>	-	-	-	+10	-	+10	-	30
<i>Paladin</i>	+10	+5	-	-	+5	-	+10	20
<i>Ranger</i>	+5	+10	+10	-	+5	-	-	20
<i>Rogue</i>	-	-	+10	+10	-	-	-	30
<i>Shadow Knight</i>	+10	+5	-	-	-	+10	+5	20
<i>Shaman</i>	-	+5	-	-	+10	-	+5	30
<i>Warrior</i>	+10	+10	+5	-	-	-	-	25
<i>Wizard</i>	-	+10	-	-	-	+10	-	30

Player Characters: Race and Class Tables

Basic Race Abilities

Below is a list of basic stats for each race. Note that 20 to 30 points of the bonus are permanently assigned when you select a class.

	<i>STR</i>	<i>STA</i>	<i>AGI</i>	<i>DEX</i>	<i>WIS</i>	<i>INT</i>	<i>CHA</i>	<i>Bonus</i>	<i>Total</i>
<i>Barbarian</i>	103	95	82	70	70	60	55	50	585
<i>Dark Elf</i>	60	65	90	75	83	99	60	50	582
<i>Dwarf</i>	90	90	70	90	83	60	45	50	578
<i>Erudite</i>	60	70	70	70	83	107	70	50	580
<i>Gnome</i>	60	70	85	85	67	98	60	50	575
<i>Half Elf</i>	70	70	90	85	60	75	75	50	575
<i>Halfling</i>	70	75	95	90	80	67	50	50	577
<i>High Elf</i>	55	65	85	70	95	92	80	50	592
<i>Human</i>	75	75	75	75	75	75	75	50	575
<i>Iksar</i>	90	70	90	85	80	75	55	50	595
<i>Ogre</i>	130	122	70	70	67	60	37	50	606
<i>Troll</i>	108	109	83	75	60	52	40	50	577
<i>Wood Elf</i>	65	65	95	80	80	75	75	50	585

Starting Cities and Racial Tensions

<i>Race</i>	<i>Starting Cities</i>	<i>Racial Tensions With ...</i>												
<i>Barbarian</i> (Br)	Halas	DE								Ik	Og	Tr		
<i>Dark Elf</i> (DE)	Neriak	Br	Dw	Er	Gn	1/2	Hg	HE	Hm	Ik	WE			
<i>Dwarf</i> (Dw)	Kaladim	DE								Ik	Og	Tr		
<i>Erudite</i> (Er)	Erudin	DE								Ik	Og	Tr		
	Paineel (Nec, ShKn) ¹													
<i>Gnome</i> (Gn)	Ak'Anon	DE								Ik	Og	Tr		
<i>Half-Elf</i> (1/2)	Felwithe, Freeport, Kelethin, Qeynos ²	DE								Ik	Og	Tr		
<i>Halfling</i> (Hg)	Rivervale	DE								Ik	Og	Tr		
<i>High Elf</i> (HE)	Felwithe	DE								Ik	Og	Tr		
<i>Human</i> (Hm)	Qeynos ² , Freeport	DE								Ik	Og	Tr		
<i>Iksar</i> (Ik)	Cabilis	Br	DE	Dw	Er	Gn	1/2	Hg	HE	Hm	Og	Tr	WE	
<i>Ogre</i> (Og)	Oggok	Br	Dw	Er	Gn	1/2	Hg	HE	Hm	Ik	WE			
<i>Troll</i> (Tr)	Grobb	Br	Dw	Er	Gn	1/2	Hg	HE	Hm	Ik	WE			
<i>Wood Elf</i> (WE)	Kelethin	DE								Ik	Og	Tr		

¹ Erudite Necromancers and Shadow Knights start in Paineel, even though the Starting City mapscreen only lists Erudin.

² Human and Half Elf Rangers and Druids who pick Qeynos actually start just outside Qeynos, in Surefall Glade.

Deity Table

(Ag) Agnostic	(PHI) Rodcet Nife, the Prime Healer
(PB) Bertoxxulous, the Plaguebringer	(OL) Prexus, the Oceanlord
(KT) Bristlebane Fizzlethorpe, the King of Thieves	(TQ) Quellious, the Tranquil
(FL) Cazic-Thule, the Faceless	(BP) Solusek Ro, the Burning Prince
(PHt) Innoruuk, the Prince of Hate	(DB) Brell Serilis, the Duke of Below
(RK) Karana, the Rainkeeper	(SH) The Tribunal, the Six Hammers
(QL) Erolissi Marr, the Queen of Love	(MA) Tunare, the Mother of All
(LB) Mithaniel Marr, the Lightbringer	(WQ) Veeshan, the Wurmqueen
	(WL) Rallos Zek, the Warlord

Barbarian All start in Halas.

	Ag	PB	KT	FL	PHt	RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
Rogue	Ag		KT											SH			
Shaman														SH			
Warrior	Ag													SH			WL

Dark Elf All start in Neriak.

Cleric					PHt												
Enchanter	Ag				PHt												
Magician	Ag				PHt												
Necromancer					PHt												
Rogue	Ag		KT		PHt												
Shadow Knight					PHt												
Warrior	Ag				PHt												WL
Wizard	Ag				PHt							BP					

Dwarf All start in Kaladim.

Cleric													DB				
Paladin													DB				
Rogue	Ag		KT										DB				
Warrior	Ag												DB				

Player Characters: Deity Table

Erudite All start in Erudin, except Necromancers and Shadow Knights, who start in Paineel.

	Ag	PB	KT	FL	PHt	RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
Cleric										OL	TQ						
Enchanter	Ag									OL	TQ						
Magician	Ag									OL	TQ						
Necromancer				FL													
Paladin										OL	TQ						
Shadow Knight				FL													
Wizard	Ag									OL	TQ	BP					

Gnome All start in Ak'Anon

Cleric		PB	KT										DB				
Enchanter	Ag	PB											DB				
Magician	Ag	PB											DB				
Necromancer		PB															
Rogue	Ag	PB	KT										DB				
Warrior	Ag	PB											DB			WL	
Wizard	Ag	PB										BP	DB				

Human Q = Qeynos, F = Freeport

Bard	Ag		KT			RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
	(FQ)		(FQ)			(Q)	(F)	(F)	(Q)	(FQ)	(FQ)	(FQ)	(FQ)	(FQ)	(FQ)	(FQ)	(FQ)
Cleric		PB			PHt	RK	QL	LB	PHI								
		(Q)			(F)	(Q)	(F)	(F)	(Q)								
Druid						RK									MA		
						(Q)									(Q)		
Enchanter	Ag	PB			PHt	RK	QL	LB	PHI								
	(FQ)	(Q)			(F)	(Q)	(F)	(F)	(Q)								
Magician	Ag	PB			PHt	RK	QL	LB	PHI								
	(FQ)	(Q)			(F)	(Q)	(F)	(F)	(Q)								
Monk	Ag										TQ						
	(Q)										(F)						
Necromancer	PB				PHt												
	(Q)				(F)												
Paladin						RK	QL	LB	PHI								
						(Q)	(F)	(F)	(Q)								
Ranger						RK									MA		
						(Q)									(Q)		
Rogue	Ag	PB	KT		PHt	RK	QL		PHI								
	(FQ)	(Q)	(FQ)		(F)	(Q)	(F)		(Q)								
Shadow Knight		PB			PHt												
		(Q)			(F)												
Warrior	Ag	PB			PHt	RK	QL	LB	PHI								WL
	(FQ)	(Q)			(F)	(Q)	(F)	(F)	(Q)								(FQ)
Wizard	Ag	PB			PHt	RK	QL	LB	PHI			BP					
	(FQ)	(Q)			(F)	(Q)	(F)	(F)	(Q)			(FQ)					

Half Elves Q = Qeynos, F = Freeport, K = Kelethin, 3 = Qeynos, Freeport & Kelethin, Fw = Felwithe

	Ag	PB	KT	FL	PHt	RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
<i>Bard</i>	Ag		KT			RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
	(3)		(3)			(Q)	(F)	(F)	(Q)	(3)	(3)	(3)	(3)	(3)	(3)	(3)	(3)
<i>Druid</i>						RK									MA		
						(Q)									(QK)		
<i>Paladin</i>						RK	QL	LB	PHI						MA		
						(Q)	(F)	(F)	(Q)						(Fw)		
<i>Ranger</i>						RK									MA		
						(Q)									(QK)		
<i>Rogue</i>	Ag	PB	KT			RK	QL		PHI						MA		
	(3)	(Q)	(3)			(Q)	(F)		(Q)						(K)		
<i>Warrior</i>	Ag	PB			PHt	RK	QL	LB	PHI	OL				SH	MA		WL
	(3)	(Q)			(F)	(Q)	(F)	(F)	(Q)	(3)				(3)	(K)		(3)

Halfling All start in Rivervale

<i>Cleric</i>			KT														
<i>Druid</i>						RK											
<i>Rogue</i>	Ag		KT										DB				
<i>Warrior</i>	Ag												DB				WL

High Elf All start in Felwithe

<i>Cleric</i>															MA		
<i>Enchanter</i>	Ag					RK	QL	LB							MA		
<i>Magician</i>	Ag					RK	QL	LB							MA		
<i>Paladin</i>															MA		
<i>Wizard</i>	Ag					RK	QL	LB				BP			MA		

Iksar All start in Cabilis

<i>Monk</i>				FL													
<i>Necromancer</i>				FL													
<i>Shadow Knight</i>				FL													
<i>Shaman</i>				FL													
<i>Warrior</i>				FL													

Ogre All start in Oggok

<i>Shadow Knight</i>				FL													WL
<i>Shaman</i>																	WL
<i>Warrior</i>	Ag			FL													WL

Troll All start in Grobb

<i>Shadow Knight</i>				FL	PHt												
<i>Shaman</i>				FL	PHt												
<i>Warrior</i>	Ag			FL	PHt												WL

Wood Elf All start in Kelethin

<i>Bard</i>	Ag		KT			RK	QL	LB	PHI	OL	TQ	BP	DB	SH	MA	WQ	WL
<i>Druid</i>															MA		
<i>Ranger</i>															MA		
<i>Rogue</i>	Ag		KT			RK									MA		
<i>Warrior</i>	Ag					RK									MA		WL

Racial Abilities & Armor

Races with an innate ability that is otherwise a skill (such as the Dark Elves' Hide ability) automatically get that skill as though they had improved it to level 50. (The Iksar can swim as though they have the Swimming skill at level 100.) If a character with an innate ability wants to train further in that skill, he may do so once his innate ability is lower than the skill's level limit (assuming the skill is available to his chosen class). In most cases, that means he can start training in the skill when he reaches experience level 10.

Race	Vision	Armor	Abilities
<i>Barbarian</i>	Unenhanced	Medium or Large	Slam, +10 Cold Resistance
<i>Dark Elf</i>	Ultravision	Small or Medium	Hide (50)
<i>Dwarf</i>	Infravision	Small	Sense Direction (50) +5 Poison, Magic Resistance
<i>Erudite</i>	Unenhanced	Medium	+5 Magic Resistance -5 Disease Resistance
<i>Gnome</i>	Infravision	Small	Tinkering at level 16
<i>Half Elf</i>	Infravision	Medium	
<i>Halfling</i>	Infravision	Small	Sneak (50), Hide (50) +5 Poison, Disease Resistance
<i>High Elf</i>	Infravision	Small or Medium	
<i>Human</i>	Unenhanced	Medium	
<i>Iksar</i>	Infravision	Medium	+5 Heat Resistance -10 Cold Resistance, AC +12 Swim (100), Forage (50) Enhanced Regeneration ¹
<i>Ogre</i>	Infravision	Large	Slam
<i>Troll</i>	Infravision	Large	Slam, -20 Heat Resistance Enhanced Regeneration ¹
<i>Wood Elf</i>	Infravision	Small or Medium	Forage (50), Hide (50)

¹ 2 points every 6 seconds when standing, 4 when sitting (others regenerate no more than half that quickly)

Attributes

Strength (STR)

This is your physical power.

- † determines how much you can carry without being encumbered
- † increases the maximum and average damage you inflict in combat
- † influences how quickly you learn many offensive skills

Stamina (STA)

This is your health and constitution.

- † reflects ability to perform strenuous tasks without becoming exhausted
- † is used to calculate hit points (HP)
- † determines how long you can hold your breath

Agility (AGI)

This is your physical coordination.

- † helps determine your defensive abilities: it affects how often you are hit, and to a lesser degree how much damage you take. The higher your Agility, the less likely you are to be hit by melee combat
- † affects how quickly you learn some defensive skills

Dexterity (DEX)

This is your hand-to-eye coordination.

- † helps determine accuracy and spellcasting capability in combat
- † helps calculate missile combat skills
- † helps determine if you're interrupted when you're hit while casting a spell
- † affects the success of Critical Hits (for those classes that can score a Crit)
- † affects how quickly you learn weapon skills
- † affects how quickly you learn Rogue skills
- † affects damage with missile weapons
- † affects how often your weapon procs (applies any special abilities it has)

Wisdom (WIS)

This is willpower and faith.

- † determines how much mana a Cleric, Druid, Shaman, Paladin or Ranger has (per experience level)
- † (if higher than INT) affects how quickly you learn many skills
- † helps determine casting abilities of Shamans, Druids, Rangers, Clerics and Paladins
- † helps resist spells that affect your mind

Player Characters: Attributes

Intelligence (INT)

This is your intellect.

- † determines how much mana a Wizard, Enchanter, Magician, Necromancer or Shadow Knight has (per experience level)
- † helps determine the casting abilities of Wizards, Enchanters, Magicians, Necromancers, Shadow Knights and Bards
- † affects how quickly you learn most skills (especially if it's higher than WIS)

Charisma (CHA)

This is a combination of your physical beauty and charm.

- † used primarily to calculate how various NPCs react to you. The higher your Charisma, the less likely they will be adversely affected by actions that would lower your standing with a group. This modification is very limited (that is, a pretty and charming murderer is still a murderer).
- † affects how much merchants will charge you for items, and how much they will pay you for items. (Prices are also affected by your standing with the merchant's faction.)
- † Higher CHA increases your chance of success with mind-altering spells, including *charm*, *enthrall* and *calm* spells.
- † Higher CHA increases the chance you receive divine intervention in some very high level spells.

Combat

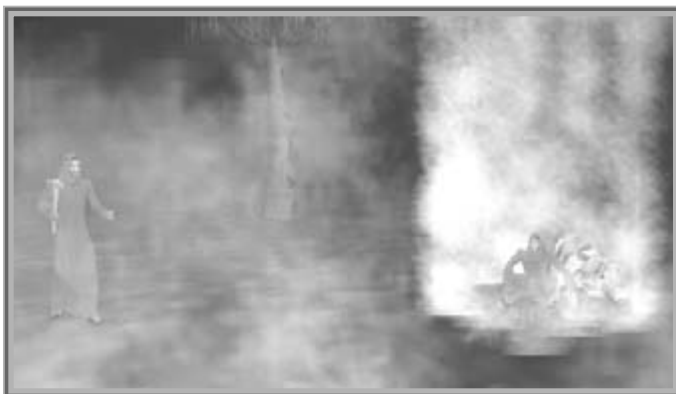
In combat, your Agility, Armor Class (AC) and Defense skill affect how often you are hit. Your AC and Defense skill affect how much damage you take.

Mana / INT, WIS

INT or WIS determines how easily you can learn most skills in the game. Usually the higher stat is used for this calculation, but only INT (not WIS) is used for some skills.

INT or WIS also determines how much mana you have to work with. You get a set amount of mana with every new experience level you achieve; that amount is determined by your INT (for Magicians, Enchanters, Necromancers, Enchanters and Shadow Knights) or WIS (for Clerics, Druids, Shamans, Rangers and Paladins). How much mana you get per experience level can range from under 10 to over 20, so your INT/WIS is crucial to your ability to function as a caster.

Of course, if you can't cast spells, mana doesn't do you any good. Paladins, Rangers and Shadow Knights don't start accruing mana until you can actually start casting spells.



Spell List Abbreviations

There is a spell list included in the description of each spellcasting class. Space is tight, so the abbreviations are a bit obscure. In each case:

Lvl The first column gives the level at which the spell becomes available.

Spell The second column lists the name of the spell.

Skill The third column lists the skill used with the spell:

<i>Ab</i>	Abjuration	<i>Sn</i>	Singing (Bard only)
<i>Al</i>	Alteration	<i>BI</i>	Brass Instruments (Bard only)
<i>Cn</i>	Conjuration	<i>PI</i>	Percussion Instruments (Bard only)
<i>Dv</i>	Divination	<i>SI</i>	Stringed Instruments (Bard only)
<i>Ev</i>	Evocation	<i>WI</i>	Wind Instruments (Bard only)

Type The fourth column lists the spell's type. In general, this matches the spell's gem icon:

Type	Gem Icon	Type	Gem Icon
<i>Air/Wthr</i> (Air & Weather)	Tornado	<i>Ment Str</i> (Mental Strengthening)	Head (nose left)
<i>Buff</i>	Arm (elbow right)	<i>Mind Ctl</i> (Mind Control)	Head (nose right)
<i>Debuff</i>	Arm (elbow left)	<i>Plant</i>	Plant
<i>Disease</i>	Bare skull	<i>Poison</i>	Envenomed dagger
<i>Earth</i>	Mountain	<i>Shape</i> (Shape-Changing)	Wolf
<i>Ench/Ill</i> (Enchantment & Illusion)	Wand	<i>Shield</i>	Shield
<i>Fire/Ht</i>	Fire	<i>Spd/Trvl</i> (Speed & Travel)	Boot
<i>Fr/Dth</i> (Fear & Death)	Hooded skull	<i>Summon</i>	Summoned creature
<i>Harm</i>	Hand (thumb right)	<i>Teleport</i>	Portal
<i>Heal</i>	Hand (thumb left)	<i>Vision</i>	Eye
<i>Ice/Cold</i>	Snowflake	<i>Water</i>	Water

Player Characters: Spell List Abbreviations

Tgt The fifth column lists a brief categorization of the spell's target. In general, this description matches the spell's gem icon color:

<i>Tgt</i>	<i>Target</i>	<i>Color</i>
<i>Yourself</i>	You can only cast it on yourself.	Yellow
<i>Target</i>	You can cast it on your current target.	Red
<i>Area</i>	The spell affects your target and the area surrounding it.	Green
<i>O (no range)</i>	The spell has an area effect that radiates out from you.	Blue
<i>Summoned</i>	The spell summons effects.	Orange
<i>Group</i>	You can cast it on everyone in your group.	Purple

Page The last column lists the page on which the spell is more completely described (especially for spells through level 24; spells beyond level 24 have only brief descriptions in the spell list).

The carriage bounced across the rough road from Crushbone Castle. Suddenly, Sraleth began to chuckle. Soon, the chuckle turned into a hearty laugh. Tradon, Sraleth's aide, had never heard such a sound from his master and looked at her askance.

"My lady," Tradon said, "is there something wrong?"

The Dark Elf swept moisture off her face and examined it as if it were a bug she'd never seen before. She took a deep breath and smiled. "No, my friend, I've just convinced those disgusting Orcs that we are going to help them take Greater Faydark, and that all we want is the satisfaction and future trade agreements."

Tradon furrowed his brow. "And, we really want ...?"

Sraleth sat back on her carriage seat. "You are such an innocent delight, Tradon. Once the Orcs have taken Greater Faydark," Sraleth paused a moment and added, "we take it from the Orcs, a much easier adversary."

Classes



Bard

by Julien Beasley

Bards are the do-it-all class of Norrath. Wandering minstrels, troubadours and satirists, Bards are equally at home on the battlefield as they are performing songs and plays for the royal courts of Norrath. Through his extensive travels, the Bard has learned from many of Norrath's other classes: He picks locks and sneaks like the Rogue, tracks and forages like the Ranger, safe falls like the Monk, casts spells as well as many Wizards, and dual wields like the Warrior. Although he is not as skilled in any one of these abilities as more specialized classes, he has by far the widest range of skills and abilities of all the adventurers of Norrath.

Bards have the ability to wear plate armor, the sturdiest (and heaviest) of all armor types. The Bard also has an array of weapon skills to choose from, including One-Handed Slashing, Blunt and Piercing weapons.

The Bard's trademark, though, is his ability to play magical songs. Songs are a powerful type of magic unique to the Bard class. Only a couple of these songs require mana, and songs can be played at any time, even in the middle of combat! Most Bard songs affect all members of a Bard's group, multiplying the Bard's usefulness to the group for every additional member that joins. Multiple Bards in the same group can only make things better, as there is no limit to the number of songs in effect at the same time. Even a single skilled Bard can sometimes put up to three or four different songs into effect at once.

A Bard is a charismatic and popular jack of all trades. Bards can fill the role of tank in a group lacking a Warrior or Paladin. If the group needs a healer, the Bard's very popular healing songs can help reduce downtime. The Bard can also play the role of Enchanter, by charming and mesmerizing

Bard Skills

1	1H Blunt
1	1H Slashing
1	2H Slashing
1	Alcohol Tolerance
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Defense
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Singing
1	Swimming
1	Tailoring
1	Throwing
5	Percussion Instruments
8	Stringed Instruments
10	Dodge
10	(Meditate)
11	Brass Instruments
12	Forage
14	Wind Instruments
17	Dual Wield
17	Sneak
24	Safe Fall
25	Hide
30	(Disarm Traps)
35	Track
40	Pick Lock
53	Parry
58	Riposte

Player Characters: Bard

enemies to do his bidding.

In the rare case that the adventuring Bard finds himself without a group of fellow adventurers, he can still draw on his considerable soloing prowess. The Bard's speed songs enables him to run faster than any other class in Norrath, while his direct damage song can hit enemies from a distance.

Although Bards are formidable in offensive combat, with the ability to wield a weapon in each hand, they may also choose to play a musical instrument. Instruments increase the effectiveness of their songs dramatically, and the power of magical instruments can truly swing the tide of a battle.

For those that choose to go the way of player vs. player combat, the Bard is a fearsome class to face in a duel. It is the only class with a limitless supply of magic and this, combined with power in melee combat, makes the bard a truly formidable foe.

Bard Spells

Lvl	Spell	Skill	Type	Tgt	Pg.
1	<i>Chant of Battle</i>	PI	Buff	G	499
2	<i>Chords of Dissonance</i>	SI	Harm	O	499
3	<i>Jaxan's Jig o' Vigor</i>	PI	Spd/Trvl	G	500
4	<i>Lyssa's Locating Lyric</i>	Sn	Vision	O	501
5	<i>Selo's Accelerando</i>	PI	Spd/Trvl	G	503
6	<i>Hymn of Restoration</i>	SI	Heal	G	500
7	<i>Jonthan's Whistling Warsong</i>	Sn	Buff	S	501
8	<i>Kelin's Lugubrious Lament</i>	SI	Mind Ctl	T	501
9	<i>Elemental Rhythms</i>	PI	Shield	G	500
10	<i>Anthem de Arms</i>	Sn	Buff	G	498
11	<i>Cinda's Charismatic Carillon</i>	WI	Mind Ctl	T	499
12	<i>Brusco's Boastful Bellow</i>	Sn	Harm	T	499
13	<i>Purifying Rhythms</i>	PI	Shield	G	502
14	<i>Lyssa's Cataloging Libretto</i>	Sn	Vision	T	501
15	<i>Kelin's Lucid Lullaby</i>	SI	Mind Ctl	O	501
16	<i>Tarew's Aquatic Ayre</i>	WI	Water	G	504
17	<i>Guardian Rhythms</i>	PI	Shield	G	500
18	<i>Denon's Disruptive Discord</i>	BI	Harm	O	500
19	<i>Shauri's Sonorous Clouding</i>	WI	Vision	G	503
20	<i>Largo's Melodic Binding</i>	Sn	Spd/Trvl	O	501
21	<i>Melanie's Mellifluous Motion</i>	WI	Teleport	G	502
22	<i>Alenia's Disenchanting Melody</i>	SI	Ench/Ill	G	498
23	<i>Selo's Consonant Chain</i>	Sn	Spd/Trvl	T	503
24	<i>Lyssa's Veracious Concord</i>	WI	Vision	G	502
25	<i>Psalm of Warmth</i>	Sn	Shield	G	502
26	<i>Angstlich's Appalling Screech</i>	BI	Fr/Dth	O	498
27	<i>Solon's Song of the Sirens</i>	WI	Mind Ctl	T	503
28	<i>Crission's Pixie Strike</i>	WI	Harm	T	499

(cont. p. 64)

Bard Starting Attributes

Bard	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Half Elf</i>	75	70	90	95	60	75	85	25
<i>Human</i>	80	75	75	85	75	75	85	25
<i>Wood Elf</i>	70	65	95	90	80	75	85	25

Attributes

Dexterity and **Charisma** are the Bard's most important attributes, and you will find those highlighted in green on the character creation screen. Although **Wisdom** is also highlighted, don't worry about increasing this stat, as Bards do not really need Wisdom. Instead, consider working on your **Strength**.

Dexterity. This affects how well a Bard plays his songs. A Bard with high Dexterity will play a song longer, and without interruption, than a Bard with low Dexterity.

Charisma. High Charisma will lower your prices in shops. More importantly, high Charisma will increase your chances of successfully mesmerizing or charming monsters do to your bidding.

Strength. Strength is tremendously important for all plate-wearing classes, and the Bard is no exception. A weak Bard will not be able to carry his heavy plate armor, his coin, and the treasure he loots from Norrath. A strong Bard will also do more damage in combat.

Bard Spells (cont. from p. 63)

Lvl	Spell	Skill	Type	Tgt	Pg.
29	<i>Psalm of Vitality</i>	Sn	Shield	G	502
30	<i>Fufil's Curtailing Chant</i>	PI	Ench/Ill	A	500
31	<i>Agilmente's Aria of Eagles</i>	WI	Air/Wthr	G	498
32	<i>Cassandra's Chorus of Clarity</i>	Sn	Ment Str	G	499
33	<i>Psalm of Cooling</i>	Sn	Shield	G	502
34	<i>Lyssa's Solidarity of Vision</i>	WI	Vision	T	502
35	<i>Denon's Dissension</i>	BI	Harm	O	500
36	<i>Vilia's Verses of Celerity</i>	Sn	Buff	G	504
37	<i>Psalm of Purity</i>	Sn	Shield	G	502
38	<i>Tuyen's Chant of Flame</i>	PI	Fire/Ht	A	504
39	<i>Solon's Bewitching Bravura</i>	WI	Mind Ctl	T	503
40	<i>Syvelian's Anti-Magic Aria</i>	Sn	Ench/Ill	T	503
41	<i>Psalm of Mystic Shielding</i>	Sn	Shield	G	502
42	<i>McVaxius' Berserker Crescendo</i>	BI	Buff	G	502
43	<i>Denon's Desperate Dirge</i>	Sn	Harm	A	499
44	<i>Cassandra's Elegy</i>	Sn	Ment Str	G	499
45	<i>Jonthan's Provocation</i>	BI	Buff	T	500
46	<i>Tuyen's Chant of Frost</i>	PI	Ice/Cold	A	504
47	<i>Niv's Melody of Preservation</i>	SI	Shield	G	502
48	<i>Selo's Chords of Cessation</i>	SI	Spd/Trvl	O	503
50	<i>Verses of Victory</i>	Sn	Buff	G	504
51	<i>Largo's Absonant Binding</i>	Sn	Spd/Trvl	T	501
51	<i>Selo's Song of Travel</i>	PI	Spd/Trvl	G	503
52	<i>Nillipus' March of the Wee</i>	PI	Buff	G	502
53	<i>Song of Dawn</i>	WI	Mind Ctl	T	503
53	<i>Song of Twilight</i>	WI	Harm	T	503
54	<i>Selo's Assonait Strane</i>	SI	Spd/Trvl	O	503
54	<i>Vilia's Chorus of Celerity</i>	Sn	Buff	G	504
55	<i>Brusco's Bombastic Bellow</i>	Sn	Harm	T	499
55	<i>Cantana of Replenishment</i>	SI	Ment Str	G	499
56	<i>Song of Highsun</i>	WI	Ench/Ill	T	503
56	<i>Song of Midnight</i>	BI	Fr/Dth	O	503
57	<i>Cassandra's Insipid Ditty</i>	SI	Mind Ctl	T	499
57	<i>McVaxius' Rousing Rondo</i>	BI	Buff	G	502
58	<i>Jonthan's Inspiration</i>	BI	Buff	T	500
58	<i>Niv's Harmonic</i>	Sn	Shield	G	502
59	<i>Denon's Bereavement</i>	SI	Poison	O	499
59	<i>Solon's Charismatic Concord</i>	Sn	Buff	G	503
60	<i>Angstlich's Assonance</i>	BI	Buff	T	498
60	<i>Kazumi's Note of Preservation</i>	WI	Buff	G	501

Races

Only three races can be Bards — Human, Wood Elf and Half Elf. All three races are equally intelligent and charismatic.

Human. The Human Bard is the strongest Bard, and the least dexterous. He has no night vision, and may only wear medium armor. Humans may start in either of the two Human cities, Freeport or Qeynos. Humans also have the highest Stamina, and thus the most hit points, of any Bard race.

Wood Elf. Wood Elf Bards are the weakest Bards physically, and the second most dexterous. They have the ability to wear small or medium armor to offset their lack of Strength. They have night vision and the ability to Forage at level 1. Wood Elves also have the racial ability to Hide (although all Bards acquire this ability eventually) and are the most agile of Bards. Wood Elves start in the sylvan city of Kelethin, on the continent of Faydwer.

Half Elf. Half Elf Bards are the second strongest, and the most dexterous. Half Elves may only wear medium-sized armor, but they share the Infravision ability of their Wood Elf cousins. Half Elves also have the greatest choice of starting location — they may start in Kelethin, Freeport or Qeynos.

Tactics

Solo

Don't do it. At least, don't do it early in life. Yes, it's possible, but Bards need friends (read: an audience) to be at their best. The best advice for early soloing would be: play a travel song, don't stop for long enough to get into trouble, and just explore. In fact with practice, an adventuresome Bard can learn to Kite fairly well.

From level 12 on, you can solo quite effectively with literally no downtime (since you don't need to expend mana or lose much health to soloing) by either running and bellowing (level 12), instrument fighting (level 18), fear-kiting (26), or using charm (28 and 39) to have two monsters beat each other and then Kiting both to death.

Group

When it comes to joining groups, Bards are one of the best classes in the game. They are 100% group-oriented. When grouped, you need to analyze your list of songs and play the ones that best suit the occasion.

When traversing Norrath, a way to make quick time is to designate one person in the group as point man and have the others (Bard included) use the **/follow** command. Once moving, you can play your level 5 song *Selo's Accelerando*, which increases movement rate. This way you never get ahead of the party and no one gets out of range of your song.

In combat, Bards have many choices to make when it comes to what songs to play. The

Chant series, which starts with the level 1 song *Chant of Battle*, will add to your party's combat stats of Strength, Dexterity, Agility and AC. These songs get increasingly more powerful and eventually start adding group haste. There are also songs that add to the party's resistance to Fire, Cold, Magic, Disease and Poison. Another option that you can choose is the Debuff songs: songs that, while not damaging enemies, will make it much harder for the enemy to hurt your party. Some of these songs are the level 8 song *Kelin's Lugubrious Lament*, which lowers your target's attack speed, and the level 23 song *Selo's Consonant Chain*, which lowers your target's movement rate and keeps runners at bay.

Bards can also help reduce downtime. When not in combat, you should play the level 6 song *Hymn of Restoration* to help the party regain hit points faster. Some higher-level songs will help the casters of the group regain mana faster, and they usually stack with the Enchanter spell *Clarity*. Some other useful songs for Bards are *Tarew's Aquatic Ayre* (grants party water breathing), *Shauri's Sonorous Clouding* (grants party invisibility), and later on there's even a song for levitation.

Song "stacking" or "twisting" is another important tactic for Bards. To do this you start a song and wait for the message indicating the song has started, then start the next song. That means both songs will be affecting your party at the same time. At the most you can have four songs stacked — if you are very skilled in the art and the songs you wish to stack have the right casting times.

The most important thing every Bard needs to understand is that you amplify the party. The Bard songs can give your party a major

advantage over any enemies you face. Because of this you should always try to remain out of danger. Sometimes this means staying back from combat unless absolutely necessary.

Tips

Be a Bard's Bard. A Bard who can help a group with magical songs (and what Bard can't?) will always be welcome in a group ... but a Bard who is a storyteller or poet will be welcomed no matter where you go. If you get into the role enough to actually recount the glories of past battles or wax poetic on whatever topic you feel might appeal to a Norrathian, you will often get tips, free drinks and lots and lots of friends.

Travel. Nothing runs faster than a Bard with a drum. Well, almost nothing. A few spells and a few mobs can keep up with a drumming Bard, but let's not quibble. According to some players, it's much better for you to take a hit, and keep running, and decide with leisure *away* from a monster whether you want to turn and engage it. If you had been traveling with weapons in hand, you would have to decide under attack whether you were going to fight, and then would have to switch to an instrument to get away if you were fleeing — all while taking damage.

Others playing Bards swear by their weapons, and only grab an instrument if it's absolutely necessary. And you can always sing a song, even if you don't have an instrument in-hand.

Player Characters: Bard

Change out your cash. Don't carry copper and silver if you can switch it for gold. Keep your extra cash in a bank, preferably close to a good source of instruments you intend to buy.

Shop wisely. Each time you level up to where you can learn a new instrument, buy it (or get hold of it free from a quest, a friendly guild member, etc.) and start practicing as soon as possible. Odds are it weighs less than the money did.

Be a philanthropist. If you've got more money than you can spend, donate some to someone who does you a good turn.

Get some Strength items. The more powerful the Strength items, the more armor you can wear.

Armor. If you're going to go the melee route in battle, or if you're going to go solo, definitely budget for bronze armor. This includes finding the right Strength items so you don't cripple yourself by wearing it.

Songs. Remember to have the right person targeted when you start each song!

A song works much better if you use the appropriate instrument. For example, while you can sing *Jaxan's Jig o' Vigor* — and it will have an effect — it will be more effective if you use a drum or other percussion instrument.

Remember that you have to train at least one point in any skill (for instance, Stringed Instruments skill) before you can start to increase your skill through practice and performance. (This does not include skills that you had at level 1.)

Practice. You practice an instrument simply by playing a song while that instrument is in-hand.

Twisting. Start a song. When you see the text saying the song is in effect, turn it off and start the next one. Twisting usually means three songs, and then you start off with the first one again. You can use three different spells, or two of the same spell and one other one. It's entirely up to what you need at the moment.

However, some spells don't last long enough to twist — your clarity and mana songs are good examples of this. You can usually get around this by devoting two "slots" to the short songs, and using only one other song.

Multiple bards must coordinate which spells to use. If they both play the same song in a short space of time, chances are the higher level Bard's song will overwrite the lower level Bard's song, or the lower level Bard's song will not take effect ("Your spell/song does not take hold."). There are some songs that stack or are instantaneous (Bellow and Clarity), that multiple bards can play simultaneously, but many of the party buffs and DoTs will not. Some songs cannot twist at all, particularly buffing songs.

Travel song. The Bard travel song cancels the *Spirit of Wolf* travel spell and doesn't do anything if you're wearing Journeyman boots.

Haste. The haste songs work with any item that increases haste, although haste items are rare until you're of quite a high level.

Healing. Because singing mana songs is not the best use of your skills during combat, coordinate with the Cleric on how much attention she plans to give to healing. If a Cleric spends all her time healing, you could be spending all your time trying to get her mana back up ... or more likely, you'll just ignore her, and your group will be short one useful Cleric.

Taunters. Players with much experience at all know this, but if you've got a newbie group make sure they're aware: you need two or three taunters to keep you from being killed while you're singing in combat.

Pulling. Think twice about using *Chords of Dissonance*. It riles up the mobs for quite a distance. Remember, be careful what you pull, and don't risk pulling more than your group can handle.

Adjust. Pay attention to how much damage you do in combat. If you're not pulling your weight, for whatever reason, rethink your strategy and concentrate on supporting the other folks.

Mana. Play melee songs during combat, mana songs during downtime.

It's usually more effective to buff up your tanks and debuff the enemy than it is to play mana songs for your magic users. Usually, casters have a good idea about mana conservation ... and if or when they need help restoring their mana, they can always ask you nicely.

Twisted sisters. Some spells work really well together, if you have the experience to twist them. For instance, *Anthem de Arms*, *Largo's Melodic Binding* (or *Melanie's*

Mellifluous Binding) and the *Hymn of Restoration* combine to increase your own side's strength and speed, lower your enemy's armor class and speed and spread some healing around.

Downtime. If a Cleric is low on mana, and no one is in danger of dying from their wounds (i.e., there won't be another fight before you're ready for it), it makes more sense for you to do the healing (e.g., *Hymn of Restoration*). This way the Cleric can med up, and everyone gets mana-free healing.

Twisting songs during downtime can make you crazy. If your group is into power-leveling, or you've just spent a lot of time in combat, you're going to be working constantly for hours. Everybody ought to get a break between battles. Ask around to find out what one song your group would like you to keep going during downtime, and don't do more than that unless you've got a good reason.





Cleric

by Tomal, Wolves of the Silver Moon (Bristlebane)

The Cleric is the foundation for almost every great group found in the vast lands of Norrath. Clerics are the masters of healing and resurrection, uncontested by any class of the same level. From the day a young Cleric is born he is gifted by his god with the power to heal himself and more importantly, to heal others. But healing is only the beginning; the Cleric is also the wielder of the most powerful hit point and armor class buffs in the game, and has a wide array of other spells to support himself and his party. This makes Clerics a welcome addition to any group, and extremely popular in every zone. This class is best suited for players who enjoy helping others, are friendly and don't mind getting a lot of /tells asking for help or invites to groups. Kind and selfless Clerics do not have to look far to find a friend ... and having the support of many friends is an excellent way to survive. This support often saves the Cleric's life, as Clerics are among the most hated classes by hostile entities at large. Fortunately, Clerics can don a full suit of plate armor, when they are able to find it in an appropriate size. Even well crafted steel plate is often not enough, and to add an additional defense the Cleric gets the most powerful shield spell of any class in the game.

In dire situations, even the rawest young Cleric has the ability to make himself invincible (*Divine Aura*). Neither blade nor spell can damage a fleeing Cleric while under this spell's protection. Of course, such a powerful shield has its downside; it lasts but a few seconds and takes fifteen minutes to recycle, during which time the Cleric cannot cast or attack. The divine line of spells tends to save an endangered Cleric more often than any other.

Healing, buffing and resurrection are by no means all that a Cleric can offer a group. Also within their power is the ability to cure many infections, and protect characters from disease before it strikes. They can stop a creature in its tracks and make it forget that it was mad at all, or more importantly, whom it was mad at. And they are one of the few classes that can cause a monster to run in fear for its life. They can stun attackers who attempt to cast

Cleric Skills

1	1H Blunt
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
4	Channeling
8	Meditate
15	Dodge
16	Tinkering (Gnome only)
30	Specialize Abjure
30	Specialize Alteration
30	Specialize Conjuration
30	Specialize Divination
30	Specialize Evocation

spells or slice the Cleric or his friends to shreds. Several different sorts of direct damage (DD) spells are available to the Cleric as well. There are also the abilities to dispel magic, summon food and water, and various other spells.

New Clerics should accept that their role in the adventuring life is, more often than not, that of a support character. Mixing it up in melee is typical at the earliest levels, though all but abandoned soon after. The weapons Clerics seek are usually selected for their added protection, or to make the Cleric a better healer through increased Wisdom.

Of all the spells available in Norrath the Cleric has the single most sought-after spell:

Resurrection. Experienced Clerics have it within their power to summon a character back to her fallen corpse. It does not matter how near or far from the corpse the fallen character has respawned. A Cleric of sufficient experience can teleport the character from any location on the globe to her body. When the Cleric masters this spell, it also rewards the recently deceased with a large portion of the experience points lost at death. This makes the Cleric one of the most rewarding classes to play, and perfect for players who want to be a noble, beloved hero.

Attributes

The defining characteristic of the Cleric is **Wisdom**, from which all their mystical abilities stem. Combat-related stats (**Strength** and **Dexterity**) are also important, particularly at early levels.

Races

Dark Elf. The only evil race that can be a true Cleric, Dark Elves have excellent Wisdom, but their lack of Strength and Dexterity is only partially balanced by a good Agility.

Dwarf. The Dwarven Cleric combines an excellent Wisdom with the best Strength, Stamina and Dexterity of all the civilized races. Their Charisma, Intelligence and Agility are all rather inferior, which doesn't directly affect their ability to fulfill their Clerical duties, but should be kept in mind when selecting this race.

Erudite. Erudites have excellent Wisdom, but no better than the Dwarves. Their lack of physical power can make things very chancy for an Erudite Cleric of low level.

Cleric Starting Attributes

Cleric	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Dark Elf</i>	65	70	90	75	93	99	60	30
<i>Dwarf</i>	95	95	70	90	93	60	45	30
<i>Erudite</i>	65	75	70	70	93	107	70	30
<i>Gnome</i>	65	75	85	85	77	98	60	30
<i>Halfling</i>	75	80	95	90	90	67	50	30
<i>High Elf</i>	60	70	85	70	105	92	80	30
<i>Human</i>	80	80	75	75	85	75	75	30

Player Characters: Cleric

Cleric Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	<i>Courage</i>	Ab	Shield	T	424	14	<i>Invisibility</i>				
1	<i>Cure Poison</i>	Al	Heal	T	425		<i>versus Undead</i>	Dv	Vision	T	452
1	<i>Divine Aura</i>	Ab	Shield	Y	428	14	<i>Sense Summoned</i>	Dv	Vision	Y	473
1	<i>Flash of Light</i>	Dv	Vision	T	439	14	<i>Smite</i>	Ev	Harm	T	479
1	<i>Lull</i>	Al	Mind Ctl	T	457	14	<i>Symbol of Transal</i>	Ab	Shield	T	488
1	<i>Minor Healing</i>	Al	Heal	T	459	19	<i>Calm</i>	Al	Mind Ctl	T	417
1	<i>Spook the Dead</i>	Al	Fr/Dth	T	482	19	<i>Daring</i>	Ab	Shield	T	425
1	<i>Strike</i>	Ev	Harm	T	484	19	<i>Endure Magic</i>	Ab	Shield	T	432
1	<i>True North</i>	Dv	Vision	Y	492	19	<i>Extinguish Fatigue</i>	Al	Spd/Trvl	T	435
1	<i>Yaulp</i>	Ab	Buff	Y	497	19	<i>Holy Might</i>	Ev	Mind Ctl	T	446
5	<i>Cure Blindness</i>	Al	Heal	T	424	19	<i>Spirit Armor</i>	Ab	Shield	T	480
5	<i>Cure Disease</i>	Al	Heal	T	425	19	<i>Ward Summoned</i>	Ev	Harm	T	494
5	<i>Furor</i>	Ev	Harm	T	441	19	<i>Word of Shadow</i>	Ev	Harm	O	497
5	<i>Gate</i>	Al	Teleport	Y	441	19	<i>Yaulp II</i>	Ab	Buff	Y	498
5	<i>Holy Armor</i>	Ab	Shield	T	446	24	<i>Bravery</i>	Ab	Shield	T	415
5	<i>Light Healing</i>	Al	Heal	T	456	24	<i>Counteract Poison</i>	Al	Heal	T	424
5	<i>Reckless Strength</i>	Al	Buff	T	466	24	<i>Dismiss Undead</i>	Ev	Harm	T	427
5	<i>Stun</i>	Ev	Mind Ctl	T	484	24	<i>Greater Healing</i>	Al	Heal	T	443
5	<i>Summon Drink</i>	Cn	Summon	S	485	24	<i>Hammer of Striking</i>	Cn	Summon	S	444
5	<i>Ward Undead</i>	Ev	Harm	T	494	24	<i>Inspire Fear</i>	Al	Fr/Dth	T	451
9	<i>Center</i>	Ab	Shield	T	419	24	<i>Radius of Fear 2</i>	Al	Fr/Dth	A	465
9	<i>Endure Fire</i>	Ab	Shield	T	432	24	<i>Symbol of Ryltan</i>	Ab	Shield	T	488
9	<i>Endure Poison</i>	Ab	Shield	T	432	24	<i>Wave of Fear</i>	Al	Fr/Dth	O	495
9	<i>Fear</i>	Al	Fr/Dth	T	436	29	<i>Abundant Drink</i>	Cn	Summon	S	409
9	<i>Hammer of Wrath</i>	Cn	Summon	S	444	29	<i>Counteract Disease</i>	Al	Heal	T	423
9	<i>Invigor</i>	Al	Spd/Trvl	T	452	29	<i>Divine Barrier</i>	Ab	Shield	Y	428
9	<i>Root</i>	Al	Earth	T	470	29	<i>Enstill</i>	Al	Earth	T	434
9	<i>Sense the Dead</i>	Dv	Vision	Y	473	29	<i>Expulse Summoned</i>	Ev	Harm	T	435
9	<i>Soothe</i>	Al	Mind Ctl	T	479	29	<i>Guard</i>	Ab	Shield	T	443
9	<i>Summon Food</i>	Cn	Summon	S	485	29	<i>Panic the Dead</i>	Al	Fr/Dth	T	462
9	<i>Word of Pain</i>	Ev	Harm	O	497	29	<i>Revive</i>	Al	Heal	T	468
14	<i>Bind Affinity</i>	Al	Ench/Ill	T	413	29	<i>Word of Spirit</i>	Ev	Harm	O	497
14	<i>Cancel Magic</i>	Ab	Ench/Ill	T	417	29	<i>Wrath</i>	Ev	Harm	T	497
14	<i>Endure Cold</i>	Ab	Shield	T	432	34	<i>Abundant Food</i>	Cn	Summon	S	409
14	<i>Endure Disease</i>	Ab	Shield	T	432	34	<i>Atone</i>	Al	Mind Ctl	T	411
14	<i>Expulse Undead</i>	Ev	Harm	T	435	34	<i>Blinding Luminance</i>	Dv	Vision	T	413
14	<i>Halo of Light</i>	Cn	Vision	Y	444	34	<i>Expel Undead</i>	Ev	Harm	T	435
14	<i>Healing</i>	Al	Heal	T	445	34	<i>Force</i>	Ev	Mind Ctl	T	439

(cont. on p. 72)

Cleric Spells (cont. from p. 71)

Lvl	Spell	Skill	Type	Tgt	Pg.
34	<i>Frenzied Strength</i>	Al	Buff	T	440
34	<i>Resist Fire</i>	Ab	Shield	T	467
34	<i>Resist Poison</i>	Ab	Shield	T	467
34	<i>Superior Healing</i>	Al	Heal	T	487
34	<i>Symbol of Pinzarn</i>	Ab	Shield	T	487
34	<i>Tremor</i>	Ev	Earth	O	492
34	<i>Valor</i>	Ab	Shield	T	493
34	<i>Word of Health</i>	Al	Heal	G	496
39	<i>Armor of Faith</i>	Ab	Shield	T	411
39	<i>Complete Healing</i>	Al	Heal	T	423
39	<i>Dismiss Summoned</i>	Ev	Harm	T	427
39	<i>Invoke Fear</i>	Al	Fr/Dth	T	452
39	<i>Nullify Magic</i>	Ab	Ench/III	T	461
39	<i>Pacify</i>	Al	Mind Ctl	T	462
39	<i>Resist Cold</i>	Ab	Shield	T	467
39	<i>Resist Disease</i>	Ab	Shield	T	467
39	<i>Resuscitate</i>	Al	Heal	T	468
39	<i>Word of Souls</i>	Ev	Harm	O	497
44	<i>Banish Undead</i>	Ev	Harm	T	412
44	<i>Earthquake</i>	Ev	Earth	O	429
44	<i>Hammer of Requitat</i>	Cn	Summon	S	444
44	<i>Resist Magic</i>	Ab	Shield	T	467
44	<i>Resolution</i>	Ab	Shield	T	468
44	<i>Retribution</i>	Ev	Harm	T	468
44	<i>Symbol of Naltron</i>	Ab	Shield	T	487
44	<i>Yaulp III</i>	Ab	Buff	Y	498
49	<i>Abolish Poison</i>	Al	Heal	T	409
49	<i>Expel Summoned</i>	Ev	Harm	T	435
49	<i>Immobilize</i>	Al	Earth	T	450
49	<i>Resurrection</i>	Al	Heal	T	468
49	<i>Shield of Words</i>	Ab	Shield	T	475
49	<i>Sound of Force</i>	Ev	Mind Ctl	T	480
49	<i>Word Divine</i>	Ev	Harm	O	496
49	<i>Word of Healing</i>	Al	Heal	G	496
51	<i>Death Pact</i>	Ab	Heal	T	426

Lvl	Spell	Skill	Type	Tgt	Pg.
51	<i>Dread of Night</i>	Al	Fr/Dth	T	429
51	<i>Remedy</i>	Al	Heal	T	467
51	<i>Sunskin</i>	Dv	Vision	G	487
52	<i>Heroic Bond</i>	Ab	Shield	G	446
52	<i>Heroism</i>	Ab	Shield	T	446
52	<i>Upheaval</i>	Ev	Earth	O	493
52	<i>Word of Vigor</i>	Al	Heal	G	497
53	<i>Annul Magic</i>	Ab	Ench/III	T	411
53	<i>Divine Light</i>	Al	Heal	T	428
53	<i>Yaulp IV</i>	Ab	Buff	Y	498
54	<i>Reckoning</i>	Ev	Harm	T	466
54	<i>Symbol of Marzin</i>	Ab	Shield	T	487
54	<i>United Resolve</i>	Ab	Shield	G	493
54	<i>Unswerving Hammer of Faith</i>	Cn	Summon	S	493
55	<i>Exile Undead</i>	Ev	Harm	T	435
55	<i>Fortitude</i>	Ab	Shield	T	440
55	<i>Wake of Tranquility</i>	Al	Mind Ctl	A	494
56	<i>Banish Summoned</i>	Ev	Harm	T	412
56	<i>Mark of Karn</i>	Ab	Ench/III	T	458
56	<i>Paralyzing Earth</i>	Al	Earth	T	462
56	<i>Reviviscence</i>	Al	Heal	T	468
57	<i>Aegis</i>	Ab	Shield	T	410
57	<i>Bulwark of Faith</i>	Ab	Shield	T	415
57	<i>Trepidation</i>	Al	Fr/Dth	T	492
57	<i>Word of Restoration</i>	Al	Heal	G	497
58	<i>Antidote</i>	Al	Heal	T	411
58	<i>Enforced Reverence</i>	Ev	Mind Ctl	T	433
59	<i>Celestial Elixir</i>	Al	Heal	T	419
59	<i>The Unspoken Word</i>	Ev	Harm	O	490
60	<i>Banishment of Shadows</i>	Ev	Harm	T	412
60	<i>Divine Intervention</i>	Ab	Heal	T	428
60	<i>Word of Redemption</i>	Al	Heal	G	497

Player Characters: Cleric

Group

Clerics are responsible for the health of the party. Your main job is to keep everyone alive — which is not a job for the faint of heart, or the easily panicked. The most efficient way to heal your party members is to use the function keys (**F1**, **F2**, etc.) to select your teammates, as sometimes in a high lag or hectic situation it's difficult to target people with the mouse cursor. Another trick is to face away from the action: by not facing the fight you cut down on the video lag and are able to get your spells off faster.

Clerics can do more than just heal, they also have the best hit point and armor class buffs in Norrath. Before and during a battle, you need to make sure your party is buffed with the hit point, symbol (if you can afford it) and armor class lines of buffs. Other important spells are the Stun spells. These spells are very useful, as they prevent melee enemies from attacking your party. In addition, when the mob is attacking with magic, a well-timed stun can interrupt their spells.

Tips

The good news is that a Cleric can cast spells, wear armor and use a weapon, and is a useful person to have around ... and people know that, and welcome your company.

The bad news is that buying armor, weapons and spells will leave you strapped for cash for most of your life.

Starting Off. Your first goal is to accumulate cash for your first spells. Kill small vermin until you reach level 5.

Once you've got all your spells, start saving for some armor. Yes, that will take a while.

Gnome. The Gnome Cleric suffers from the lowest Wisdom of any of the civilized races, plus low Strength. They do have excellent Agility and Dexterity, which can be an asset in battle.

Halfling. Halfling Clerics have good Wisdom. Physically, they bring the highest Agility and Dexterity of all the Clerical races, as well as excellent Strength for their size. Their Charisma and Intelligence are on the inferior side, but they make a solid choice for Clerics.

High Elf. These ancient and spiritual creatures have the highest starting Wisdom among Clerics, as well as the best Charisma. They suffer, however, from remarkably low Strength, Stamina and Dexterity. A low-level High Elf Cleric should be looked on as a valuable long-term resource, but will not be much of a combat asset to the party.

Human. The Humans' Wisdom is on the low end, but their high Strength and Stamina make them attractive members party in cases where they'll have to participate directly in battle.

Tactics

Solo

Clerics are limited to soloing undead most of the time, an area in which they shine.

By using *Root* followed by undead Direct Damage spells, you can usually overcome most undead at similar levels. Out of all the other classes, only the Necromancer has similar firepower against undead.

Since undead are abundant all over Norrath, you can do well in many areas. There is little need for you to solo, but it is possible when conditions are right.

Spells. If you don't have naturally good night vision, get really familiar with *Halo of Light* or carry a greater lightstone. (This stone will last a very long time and should be obtained as soon as possible.) Until you've got one or the other, half the day is closed to you.

When you reach level 5, you get the opportunity to learn more spells. Some of the most useful are *Light Healing* (hooray! It's the next step on your soon-to-be greatest talent), *Furor* (with more damage than *Strike*), *Gate* (emergency exit to bind point), *Holy Armor* (higher AC), *Cure Disease* (since you can get sick from sick vermin and Mummies), and *Ward Undead* (extra damage to undead). *Summon Drink* also comes in handy.

When you finally reach level 9 you get even more spells. *Center* really helps your hit points, and also helps your AC. Among the best or the best, *Root* keeps the enemy in place, which is a tactic you will use whenever you don't have a Druid or Ranger *Snaring*. *Summon Food* is good (plus it's nice to complete the set, since you should already have *Summon Drink*). *Hammer of Wrath* is a weapon that you can use until you log out. It hits magic, but is no drop. Handy if you don't yet have a real magic weapon.

Using the brave/center line of spells, you can heal and buff at the same time, for about the same mana as your healing spell (until level 24).

Armor. A word to the wise: save up and buy armor, because creatures are going to go out of their way to rip your liver out.

Commands. Put your heal spell in your #1 skill slot and make a hotkey for it. That keeps it close to hand for when you need it.

Target your enemy. When you need to heal yourself, hit **[Tab]** to target yourself, **[1]** to heal yourself, then **[Tab]** to retarget the enemy.

Combat. Make sure your party members have *Brave/Center* at all times. Cast it on yourself first, then on the rest of the group so you know when it's about to drop off them. Or tell your group to let you know when the spell drops. Be sure to rebuff them with it as soon as someone lets you know it's fading.

Specialization

Note: Also see **Specialization**, page 236.

Start off by figuring out which spells you use the most. After a battle, including the time spent bringing everyone back up to full health afterwards, scroll back and count how many healing spells, buff spells, anti-dead spells, etc., you used.

If you find that you're primarily immobilizing, healing, curing and resurrecting, then you want to specialize in Alteration. Nearly all Clerics choose this specialization.

If you hang out with Paladins who can't sleep at night if they haven't cleaned the zone of undead, then you're probably looking at Evocation for your specialty. Evocation is also good for soloing Clerics.

If the number of times you prep your team for battle with buff spells tops the list, then you want to specialize in Abjuration.

If, of course, your Cleric has strong personal opinions — a roleplaying indication of what his specialization would be — then that's the way you should go. In all things, have fun.



Druid

by Julien Beasley

Guardians of nature, Druids are one of the most versatile classes in Norrath. Druids are a priest class, which means that they have the powerful ability to heal themselves and others. Their connection with nature means animals love them, and many an otherwise-hostile animal will allow a Druid to pass unharmed through its territory. High-level Druids are eventually able to transform themselves and others into wolves.

Although Druids can channel the peaceful and healing touch of nature, they can also summon nature's fearsome wrath. Druids have powerful fire and lightning damage spells — so powerful that, at certain points in their development, they are second only to Wizards in their damage-dealing abilities, even outpacing the mighty Magician. Druids can also summon swarms of bees that deal damage over time to their foes. Defensively, the Druid can surround himself or his allies in thorny shields that pierce any enemy that dares attack the person behind it.

Some would argue that the Druid's greatest strength is in his mastery of movement. Druids can call up nature's lupine spirits and bless themselves or others with the *Spirit of Wolf*, enabling them to run at great speed. Conversely, even the newly apprenticed Druid has the ability to slow down his foes, reducing their speed to a crawl. However, the Druid's most powerful movement ability lies in the teleport line of spells, without question. Druids may teleport themselves or others to selected areas throughout Norrath, covering the distance of a day's journey in a single instant.

Although a Druid's melee abilities pale compared to those of a Warrior, he is competent in armed combat. Druids are the only caster class in the game able to wield swords, although they are limited to the use of scimitars. The offensive might of the Druid does not come without a price — Druids may only wear armor of cloth and leather, and are forbidden from using chain mail and plate to protect themselves.

Druid Skills

1	1H Blunt
1	1H Slashing
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
4	Channeling
5	Forage
8	Meditate
15	Dodge
20	Track
30	Specialize Abjure
30	Specialize Alteration
30	Specialize Conjuration
30	Specialize Divination
30	Specialize Evocation

Druid Starting Attributes

Druid	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Half Elf</i>	70	80	90	85	70	75	75	30
<i>Halfling</i>	70	85	95	90	90	67	50	30
<i>Human</i>	75	85	75	75	85	75	75	30
<i>Wood Elf</i>	65	75	95	80	90	75	75	30

The life of the Druid is that of the path of nature, and like nature, they vary from nurturing and loving to wild, furious and unpredictable. The Druid's power ultimately comes from his bond with nature, and woe to the foolish races that make it their practice to defile nature under a Druid's watchful eye.

Attributes

Wisdom is the most important stat for a Druid, as it directly affects how much mana will be at his disposal.

Races

Half Elf. Half Elves are the least wise of the Druidic races. They have decent melee stats, but most Druids will not be doing much melee in later levels. However, there are many Wisdom-enhancing items to be found in Norrath, and even a Half Elf can increase his Wisdom to 200. Half Elves have the greatest choice in starting selection, as they may start in Surefall or in Kelethin. Half Elves wear medium-sized armor.

Halfling. These small and hairy creatures are very close to nature, and it is no surprise that they make excellent Druids. By nature extremely agile, dexterous and wise, they also

have very good Strength and Stamina, and require less XP to level. Halflings also have the natural ability to Hide and Sneak, invaluable tools when it becomes necessary to Meditate safely in dangerous areas. The only drawback of a Halfling Druid – and it's minor – is his low Charisma. Halflings begin in Rivervale, with a nice newbie area central to Norrath. Halflings wear small armor.

Human. The strongest Druid race, and only a little less wise than the Elves and Halflings, Humans are an uncommon, but very solid, race choice for a Druid. Humans may begin in Surefall Glade, a small Druid and Ranger haven in the Qeynos hills. Humans have decent stats all across the board. They excel at nothing but are not weak in any area either. Humans lack infravision, and so may need a light source at lower levels for night or underground adventuring. Humans, like Half Elves, wear medium-sized armor.

Wood Elf. Wood Elves make excellent Druids. While not quite as strong or dexterous as Halflings, they are just as wise. Wood Elves have the natural ability to Forage (although all Druids eventually gain this ability). Wood Elves begin in Kelethin on the continent of Faydwer. They have the advantage of being able to wear either small- or medium-sized armor.

Player Characters: Druid

Druid Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	Burst of Flame	Ev	Fire/Ht	T	416	14	Skin like Rock	Ab	Shield	T	479
1	Dance of the Fireflies	Cn	Vision	Y	425	14	Spirit of Wolf	Al	Spd/Trvl	T	481
1	Endure Fire	Ab	Shield	T	432	14	Stinging Swarm	Cn	Shape	T	483
1	Flame Lick	Ev	Fire/Ht	T	439	14	Summon Drink	Cn	Summon	S	485
1	Lull Animal	Al	Mind Ctl	T	457	14	Summon Food	Cn	Summon	S	485
1	Minor Healing	Al	Heal	T	459	19	Barbcoat	Ab	Shield	Y	412
1	Panic Animal	Al	Fr/Dth	T	462	19	Calm Animal	Al	Mind Ctl	T	417
1	Sense Animals	Dv	Vision	Y	472	19	Cancel Magic	Ab	Ench/Ill	T	417
1	Skin like Wood	Ab	Shield	T	479	19	Careless Lightning	Ev	Air/Wthr	T	418
1	Snare	Al	Spd/Trvl	T	479	19	Dizzying Wind	Cn	Air/Wthr	T	428
5	Burst of Fire	Ev	Fire/Ht	T	416	19	Endure Disease	Ab	Shield	T	432
5	Camouflage	Dv	Vision	T	417	19	Endure Poison	Ab	Shield	T	432
5	Cure Disease	Al	Heal	T	425	19	Feral Spirit	Al	Shape	T	437
5	Cure Poison	Al	Heal	T	425	19	Healing	Al	Heal	T	445
5	Gate	Al	Teleport	Y	441	19	Ring of Butcher	Al	Teleport	Y	468
5	Grasping Roots	Al	Plant	T	442	19	Ring of Commons	Al	Teleport	Y	468
5	Harmony	Ab	Mind Ctl	A	444	19	Ring of Karana	Al	Teleport	Y	469
5	Invoke Lightning	Ev	Air/Wthr	A	452	19	Ring of Toxxulia	Al	Teleport	Y	469
5	Ward Summoned	Ev	Harm	T	494	19	Shield of Barbs	Ab	Plant	T	474
5	Whirling Wind	Cn	Air/Wthr	T	496	19	Superior Camouflage	Dv	Vision	T	487
9	Endure Cold	Ab	Shield	T	432	19	Terrorize Animal	Al	Fr/Dth	T	490
9	Enduring Breath	Al	Water	T	433	24	Charm Animals	Al	Mind Ctl	T	420
9	Firefist	Ev	Fire/Ht	Y	438	24	Creeping Crud	Cn	Shape	T	424
9	Ignite	Ev	Fire/Ht	T	447	24	Dismiss Summoned	Ev	Harm	T	427
9	Invisibility versus Animals	Dv	Vision	T	452	24	Ensnaring Roots	Al	Plant	T	433
9	Light Healing	Al	Heal	T	456	24	Pogonip	Ev	Ice/Cold	S	464
9	Shield of Thistles	Ab	Plant	T	475	24	Resist Fire	Ab	Shield	T	467
9	Starshine	Cn	Summon	S	483	24	Ring of Feerrott	Al	Teleport	Y	469
9	Strength of Earth	Al	Buff	T	483	24	Ring of Lavastorm	Al	Teleport	Y	469
9	Thistlecoat	Ab	Shield	Y	490	24	Ring of Ro	Al	Teleport	Y	469
9	Treeform	Al	Plant	Y	492	24	Ring of Steamfont	Al	Teleport	Y	469
14	Befriend Animal	Al	Mind Ctl	T	412	24	Skin like Steel	Ab	Shield	T	479
14	Bind Affinity	Al	Ench/Ill	T	413	24	Spirit of Cheetah	Al	Spd/Trvl	Y	480
14	Cascade of Hail	Ev	Ice/Cold	S	418	24	Sunbeam	Dv	Vision	A	487
14	Expulse Summoned	Ev	Harm	T	435	24	Tremor	Ev	Earth	O	492
14	Halo of Light	Cn	Vision	Y	444	24	Wolf Form	Al	Shape	Y	496
14	Invigor	Al	Spd/Trvl	T	452	29	Beguile Plants	Al	Mind Ctl	T	412
14	Levitate	Al	Air/Wthr	T	455	29	Bramblecoat	Ab	Shield	Y	414
14	See Invisible	Dv	Vision	A	472	29	Circle of Butcher	Al	Teleport	G	420

(cont. on p. 78)

Druïd Spells (cont. from p. 77)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
29	Circle of Commons	Al	Teleport	G	420	39	Spikecoat	Ab	Shield	Y	480
29	Circle of Karana	Al	Teleport	G	420	39	Succor: Ro	Al	Teleport	G	484
29	Circle of Toxxulia	Al	Teleport	G	421	39	Wind of the North	Al	Teleport	G	496
29	Combust	Ev	Fire/Ht	T	423	39	Wind of the South	Al	Teleport	G	496
29	Counteract Disease	Al	Heal	T	423	44	Allure of the Wild	Al	Mind Ctl	T	410
29	Counteract Poison	Al	Heal	T	424	44	Banish Summoned	Ev	Harm	T	412
29	Ensnare	Al	Spd/Trvl	T	433	44	Calefaction	Ev	Fire/Ht	T	416
29	Extinguish Fatigue	Al	Spd/Trvl	T	435	44	Chloroplast	Al	Heal	T	420
29	Greater Healing	Al	Heal	T	443	44	Drifting Death	Cn	Shape	T	429
29	Immolate	Ev	Fire/Ht	T	450	44	Form of the Great Wolf	Al	Shape	Y	440
29	Ring of Misty	Al	Teleport	Y	469	44	Nullify Magic	Ab	Ench/Ill	T	461
29	Scale of Wolf	Al	Spd/Trvl	T	471	44	Resist Disease	Ab	Shield	T	467
29	Shield of Brambles	Ab	Plant	T	475	44	Resist Poison	Ab	Shield	T	467
29	Succor: East	Al	Teleport	G	484	44	Savage Spirit	Al	Shape	T	471
34	Beguile Animals	Al	Mind Ctl	T	412	44	Storm Strength	Al	Buff	T	483
34	Circle of Feerrott	Al	Teleport	G	420	44	Succor: Lavastorm	Al	Teleport	G	484
34	Circle of Lavastorm	Al	Teleport	G	420	49	Engulfing Roots	Al	Plant	T	433
34	Circle of Ro	Al	Teleport	G	420	49	Fire	Ev	Fire/Ht	A	437
34	Circle of Steamfont	Al	Teleport	G	420	49	Ice	Ev	Ice/Cold	T	446
34	Circle of the Combines	Al	Teleport	G	421	49	Lightning Blast	Ev	Air/Wthr	A	456
34	Drones of Doom	Cn	Shape	T	429	49	Pack Chloroplast	Al	Heal	G	462
34	Earthquake	Ev	Earth	O	429	49	Resist Magic	Ab	Shield	T	467
34	Endure Magic	Ab	Shield	T	432	49	Shield of Thorns	Ab	Plant	T	475
34	Expel Summoned	Ev	Harm	T	435	49	Skin like Nature	Ab	Shield	T	479
34	Greater Wolf Form	Al	Shape	Y	443	49	Starfire	Ev	Fire/Ht	T	483
34	Lightning Strike	Ev	Air/Wthr	A	456	49	Succor: North	Al	Teleport	G	484
34	Regeneration	Al	Heal	T	466	49	Thorncoat	Ab	Shield	Y	490
34	Resist Cold	Ab	Shield	T	467	51	Circle of Winter	Ab	Ice/Cold	G	421
34	Strength of Stone	Al	Buff	T	483	51	Legacy of Spike	Ab	Plant	G	454
34	Succor: Butcher	Al	Teleport	G	484	51	Repulse Animal	Al	Fr/Dth	T	467
39	Avalanche	Ev	Ice/Cold	A	411	51	Upheaval	Ev	Earth	O	493
39	Circle of Misty	Al	Teleport	G	420	52	Breath of Ro	Ev	Fire/Ht	T	415
39	Enveloping Roots	Al	Plant	T	434	52	Call of Karana	Al	Mind Ctl	T	416
39	Firestrike	Ev	Fire/Ht	T	438	52	Circle of Summer	Ab	Fire/Ht	G	421
39	Pack Regeneration	Al	Heal	G	462	52	Egress	Al	Teleport	Y	429
39	Pack Spirit	Al	Spd/Trvl	G	462	53	Glamour of Tunare	Ab	Shape	T	442
39	Share Wolf Form	Al	Shape	G	474	53	Spirit of Scale	Al	Spd/Trvl	G	481
39	Shield of Spikes	Ab	Plant	T	475	53	Superior Healing	Al	Heal	T	487
39	Skin like Diamond	Ab	Shield	T	478	53	Winged Death	Cn	Shape	T	496

(cont. on p. 79)

Player Characters: Druid

Druid Spells (cont. from p. 78)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
54	<i>Blizzard</i>	Ev	Ice/Cold	A	414	57	<i>Frost</i>	Ev	Ice/Cold	T	440
54	<i>Form of the Howler</i>	Al	Shape	Y	440	57	<i>Natureskin</i>	Ab	Shield	T	461
54	<i>Regrowth</i>	Al	Heal	T	466	57	<i>Succor</i>	Al	Teleport	G	484
54	<i>Scoriae</i>	Ev	Fire/Ht	T	472	58	<i>Fist of Karana</i>	Ev	Air/Wthr	A	438
55	<i>Annul Magic</i>	Ab	Ench/Ill	T	411	58	<i>Regrowth of the Grove</i>	Al	Heal	G	466
55	<i>Exile Summoned</i>	Ev	Harm	T	435	58	<i>Shield of Blades</i>	Ab	Plant	T	475
55	<i>Girdle of Karana</i>	Al	Buff	T	442	59	<i>Legacy of Thorn</i>	Ab	Plant	G	454
55	<i>Tunare's Request</i>	Al	Mind Ctl	T	492	59	<i>Spirit of Oak</i>	Al	Plant	Y	481
56	<i>Bladecoat</i>	Ab	Shield	Y	413	59	<i>Wildfire</i>	Ev	Fire/Ht	T	496
56	<i>Breath of Karana</i>	Cn	Air/Wthr	T	415	60	<i>Banishment</i>	Ev	Harm	T	412
56	<i>Engorging Roots</i>	Al	Earth	T	433	60	<i>Entrapping Roots</i>	Al	Plant	A	434
56	<i>Wake of Karana</i>	Al	Air/Wthr	S	494	60	<i>Form of the Hunter</i>	Al	Shape	Y	440
57	<i>Bonds of Tunare</i>	Al	Earth	A	414	60	<i>Mask of the Hunter</i>	Al	Shape	Y	458

Tactics

Solo

Druids are the masters of Kiting. By using combinations of *Snare*, DoTs and DDs, you can solo from early levels all the way up.

If soloing, stay outdoors, where your powers really shine, because Kiting in dungeons is hazardous to any Druid.

Group

Druids are great with groups. You don't really specialize in any one area (like spells or combat), but you get pretty good in all of them. This means that there is rarely an emergency where you won't be able to help in some way.

Druids are another group-friendly class: you have hit point buffs, heal spells, damage shield, stat buffs and resistance buffs. When

playing a Druid you should always keep a damage shield (such as *Shield of Thistles*) on the melee fighters in the group, as well as something from the regeneration line of spells (like *Invigor*).

It's usually a good idea to use *Snare* on any NPC the group is fighting. When the NPC is snared, it can't run when it becomes low in health. Snaring creatures will significantly reduce the number of trains your party has to deal with, since your victims can't get away to group with their friends.

Another very useful group tactic for Druids is Kiting. (See **Kiting**, page 235.) When fighting in a group against more than one opponent, you can *Snare* any extra NPCs and Kite them until your party has finished the one they are currently fighting.

Tips

Spells. Druids are a great, all-around class. However, your first priority is getting spells. Make money, buy spells.

Arms. The second thing you probably should acquire is a good weapon. Ask around. Not all weapons are worthwhile for Druids.

Armor. Next, armor. Sure, if you have a habit of getting chewed up by bad guys, get the armor first, and then the weapon.

One school of thought is that it is a waste of money for a Druid to buy lesser, lower-priced items; instead, you should save up and buy the best available. One really high-AC item, with the rest of your armor being everyday leather, saves you money in the long run, until you can afford to buy whatever you want (if and when that day ever comes).

Friends. Talk to people and make friends. The best way to get into groups is to know a lot of people, and ask the ones you're friendly with if you can join. If there are a lot of Druids in the area, it can sometimes take a while to find a party. Friends will almost always let you join!

Race. It doesn't matter. When you get right down to it, race isn't really that important to a Druid. Why? Because the Druid is such an all-around character that any ability set is pretty useful. Decide your race based on how you want to roleplay the character, and then hunt up items to improve your weak stats.

Specialization

Note: Also see **Specialization**, page 236.

Druids have three choices of specialization: Conjunction (DoT spells, good for solo Druids), Alteration (buffs, healing and gates) and Evocation (DD spells — big mana burners). Choosing among these three groups of spells can be difficult for you. The only suggestion we can give here is for party Druids to specialize in Alteration. Other than that, you need to consider how you want to play and choose along those lines.





Enchanter

by Itienne, Knights of Destiny (Tarew Marr)

Enchanters' spells and research focus on manipulation of the mind, and this mental acuity gives Enchanters more spells than any other class. The trademark Enchanter spell line lets them cloak themselves in illusion. They can charm more different creatures than any other class, overwhelming their target's mind and bending it to their will. They can hold creatures mesmerized and enthralled, unable to act. They can stun the minds of others, sometimes using a combination of spells that leaves their victim virtually unable to fight back. Enchanters are the only class on Norrath that can buff mental prowess. With the discovery of Kunark, Enchanters gained a full line of mana regeneration spells. At the highest levels they can steal creatures' magical energy for themselves, much as Necromancers steal life. Enchanters have the best haste spells and can debuff many attributes, including magic resistance and attack speed. Plus, Enchanters have pets.

With all this going for them, there has to be a catch, right? Well there is, and it's a big one. A skilled Enchanter is indispensable to a group, but an inattentive Enchanter gets a group killed faster than you can /shout "Train!" With so many spells to choose from, it's critical that the Enchanter memorize spells appropriate for her current adventure. And even an experienced Enchanter may still get a group killed if she gets an unlucky series of resisted spells while trying for crowd control.

Like all casters, Enchanters have low hit points and laughable defense. They also have no method of healing themselves. The animated sword-and-shield pet is less powerful than other classes' pets, with lower hit points and slower hit point regeneration (though fairly good damage). The pet does not accept commands from the Enchanter; it only defends once she is attacked. Figuring out how to make good use of the pet can be a challenge, and some Enchanters don't use their pets at

Enchanter Skills

1	1H Blunt
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Channeling
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
1	Throwing
4	Meditate
16	Research
16	Tinkering (Gnome only)
20	Specialize Abjure
20	Specialize Alteration
20	Specialize Conjuration
20	Specialize Divination
20	Specialize Evocation
22	Dodge

all, relying on their charms instead.

In the teen- and even mid-levels, Enchanters may have to educate their groups about what they can offer besides the ever-popular *Breeze/Clarity* and *Quickness/Augmentation* buffs. Mainly this means teaching the rules of enthrall and AE mesmerize — the group must have a designated tank, and all others in the group must /assist this tank, so the mezzed creatures are not attacked prematurely. Unfortunately, sometimes group members have had bad experiences with unskilled Enchanters, and it may take effort to convince the group to do what you ask and trust that you can keep them safe.

Enchanters shine in groups, and are often only thought of as a group support character. In actuality, Enchanters are perfectly capable of soloing. They can use Root-Nuke tactics, though not as efficiently as a Wizard. They can Reverse-Kite like Necromancers, but would be wise to purchase SoW potions first, since they lack a slow spell. They can fight using their pet or a charmed creature, but again, this is riskier than a Magician soloing with his pet.

Attributes

Intelligence is the primary statistic for an Enchanter, followed closely by **Charisma**, which affects the Enchanter's charm, stun, and mesmerize spells. Some Enchanters even choose to improve Charisma before Intelligence.

Races

Dark Elf. Dark Elves have high Intelligence but low Charisma. They have ultravision, and they get the Hide skill as well, though this is mostly only useful to make pets suicide. Dark Elf Enchanters have easier access to the enchant metal line of spells, which can only be purchased in Neriak. The big drawback to this race is that they are hated by most others on Norrath, while at the same time Enchanters are not very well liked by other Dark Elves (they think all casters should become Necromancers). Illusion spells can do much to mitigate racial hatred problems for agnostic Dark Elves. Players who prefer to be of the Dark Elf race sometimes choose the Enchanter class because their faction-altering spells make the racial tensions easier to bear.

Enchanter Starting Attributes

Enchanter	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
Dark Elf	60	65	90	75	83	109	70	30
Erudite	60	70	70	70	83	117	80	30
Gnome	60	70	85	85	67	108	70	30
High Elf	55	65	85	70	95	102	90	30
Human	75	75	75	75	75	85	85	30

Player Characters: Enchanter

Enchanter Spells

Lvl	Spell	Skill	Type	Tgt	Pg.
1	Lull	Al	Mind Ctl	T	457
1	Minor Illusion	Dv	Ench/Ill	Y	459
1	Minor Shielding	Ab	Shield	Y	460
1	Pendril's Animation	Cn	Summon	S	463
1	Reclaim Energy	Cn	Summon	T	466
1	Shallow Breath	Al	Harm	T	474
1	Strengthen	Al	Buff	T	483
1	Taper Enchantment	Ab	Ench/Ill	T	489
1	True North	Dv	Vision	Y	492
1	Weaken	Al	Debuff	T	495
4	Color Flux	Dv	Mind Ctl	O	422
4	Enfeeblement	Al	Debuff	T	433
4	Fear	Al	Fr/Dth	T	436
4	Gate	Al	Teleport	Y	441
4	Haze	Ab	Shield	T	445
4	Illusion: Half Elf	Dv	Ench/Ill	Y	448
4	Illusion: Human	Dv	Ench/Ill	Y	449
4	Invisibility	Dv	Vision	T	452
4	Juli's Animation	Cn	Summon	S	453
4	Mesmerize	Cn	Mind Ctl	T	459
4	Suffocating Sphere	Al	Harm	T	484
4	Tashan	Ab	Shape	T	489
8	Alliance	Al	Mind Ctl	T	410
8	Bind Sight	Dv	Vision	T	413
8	Cancel Magic	Ab	Ench/Ill	T	417
8	Chaotic Feedback	Ev	Harm	T	419
8	Enchant Silver	Al	Ench/Ill	Y	432
8	Eye of Confusion	Al	Mind Ctl	T	435
8	Illusion: Gnome	Dv	Ench/Ill	Y	448
8	Illusion: Wood Elf	Dv	Ench/Ill	Y	450
8	Lesser Shielding	Ab	Shield	Y	454
8	Mircyl's Animation	Cn	Summon	S	460
8	Root	Al	Earth	T	470
8	See Invisible	Dv	Vision	A	472
8	Sentinel	Dv	Vision	A	473
8	Soothe	Al	Mind Ctl	T	479
12	Bind Affinity	Al	Ench/Ill	T	413
12	Charm	Al	Mind Ctl	T	419
12	Choke	Al	Harm	T	420
12	Ebbing Strength	Al	Debuff	T	429

Lvl	Spell	Skill	Type	Tgt	Pg.
12	Enduring Breath	Al	Water	T	433
12	Illusion: Dark Elf	Dv	Ench/Ill	Y	447
12	Illusion: Erudite	Dv	Ench/Ill	Y	448
12	Illusion: Halfling	Dv	Ench/Ill	Y	448
12	Illusion: High Elf	Dv	Ench/Ill	Y	449
12	Kilan's Animation	Cn	Summon	S	453
12	Languid Pace	Al	Spd/Trvl	T	453
12	Memory Blur	Al	Mind Ctl	T	458
12	Mist	Ab	Shield	T	460
12	Serpent Sight	Dv	Vision	T	473
12	Thicken Mana	Al	Ench/Ill	Y	490
12	Whirl Till You Hurl	Al	Spd/Trvl	T	495
16	Breeze	Al	Ment Str	T	415
16	Chase the Moon	Al	Fr/Dth	T	420
16	Disempower	Al	Debuff	T	427
16	Enchant Electrum	Al	Ench/Ill	Y	431
16	Enthrall	Cn	Mind Ctl	T	434
16	Identify	Dv	Vision	T	447
16	Illusion: Barbarian	Dv	Ench/Ill	Y	447
16	Illusion: Dwarf	Dv	Ench/Ill	Y	448
16	Illusion: Tree	Dv	Ench/Ill	Y	449
16	Invisibility versus Undead	Dv	Vision	T	452
16	Levitate	Al	Air/Wthr	T	455
16	Mesmerization	Cn	Mind Ctl	A	459
16	Quickness	Al	Spd/Trvl	T	465
16	Rune I	Ab	Shield	T	470
16	Sanity Warp	Ev	Harm	T	471
16	Shalee's Animation	Cn	Summon	S	474
16	Shielding	Ab	Shield	Y	475
20	Benevolence	Al	Mind Ctl	T	413
20	Berserker Strength	Al	Buff	T	413
20	Calm	Al	Mind Ctl	T	417
20	Cloud	Ab	Shield	T	421
20	Color Shift	Dv	Mind Ctl	O	422
20	Crystallize Mana	Al	Ench/Ill	Y	424
20	Endure Magic	Ab	Shield	T	432
20	Feckless Might	Al	Debuff	T	436
20	Illusion: Iksar	Dv	Ench/Ill	Y	449

(cont. on p. 84)

Enchanter Spells (cont. from p. 83)

Lvl	Spell	Skill	Type	Tgt	Pg.
20	<i>Illusion: Ogre</i>	Dv	Ench/Ill	Y	449
20	<i>Illusion: Troll</i>	Dv	Ench/Ill	Y	450
20	<i>Shifting Sight</i>	Dv	Vision	T	476
20	<i>Sisna's Animation</i>	Cn	Summon	S	478
20	<i>Sympathetic Aura</i>	Al	Buff	T	488
20	<i>Tashani</i>	Ab	Shape	T	489
24	<i>Alacrity</i>	Al	Spd/Trvl	T	410
24	<i>Beguile</i>	Al	Mind Ctl	T	412
24	<i>Chaos Flux</i>	Ev	Harm	T	419
24	<i>Enchant Gold</i>	Al	Ench/Ill	Y	431
24	<i>Illusion:</i>				
	<i>Earth Elemental</i>	Dv	Ench/Ill	Y	448
24	<i>Illusion: Skeleton</i>	Dv	Ench/Ill	Y	449
24	<i>Invigor</i>	Al	Spd/Trvl	T	452
24	<i>Major Shielding</i>	Ab	Shield	Y	457
24	<i>Rune II</i>	Ab	Shield	T	470
24	<i>Sagar's Animation</i>	Cn	Summon	S	471
24	<i>Strip Enchantment</i>	Ab	Ench/Ill	T	484
24	<i>Tepid Deeds</i>	Al	Spd/Trvl	T	490
29	<i>Augmentation</i>	Al	Buff	T	411
29	<i>Clarify Mana</i>	Al	Ench/Ill	Y	421
29	<i>Clarity</i>	Al	Ment Str	T	421
29	<i>Curse of the</i>				
	<i>Simple Mind</i>	Al	Debuff	T	425
29	<i>Dyn's Dizzying</i>				
	<i>Draught</i>	Al	Spd/Trvl	T	429
29	<i>Enstill</i>	Al	Earth	T	434
29	<i>Feedback</i>	Ab	Fire/Ht	T	436
29	<i>Illusion:</i>				
	<i>Air Elemental</i>	Dv	Ench/Ill	Y	447
29	<i>Illusion:</i>				
	<i>Water Elemental</i>	Dv	Ench/Ill	Y	450
29	<i>Listless Power</i>	Al	Debuff	T	456
29	<i>Nullify Magic</i>	Ab	Ench/Ill	T	461
29	<i>Obscure</i>	Ab	Shield	T	462
29	<i>Suffocate</i>	Al	Harm	T	484
29	<i>Uleen's Animation</i>	Cn	Summon	S	492
29	<i>Ultravision</i>	Dv	Vision	T	492
34	<i>Anarchy</i>	Ev	Harm	T	411

Lvl	Spell	Skill	Type	Tgt	Pg.
34	<i>Boltran's Animation</i>	Cn	Summon	S	414
34	<i>Cast Sight</i>	Dv	Vision	T	418
34	<i>Enchant Platinum</i>	Al	Ench/Ill	Y	432
34	<i>Entrance</i>	Cn	Mind Ctl	T	434
34	<i>Greater Shielding</i>	Ab	Shield	Y	443
34	<i>Illusion:</i>				
	<i>Fire Elemental</i>	Dv	Ench/Ill	Y	448
34	<i>Inspid Weakness</i>	Al	Debuff	T	451
34	<i>Mana Sieve</i>	Al	Mind Ctl	T	458
34	<i>Radiant Visage</i>	Al	Buff	T	465
34	<i>Rune III</i>	Ab	Shield	T	470
39	<i>Aanya's Animation</i>	Cn	Summon	S	409
39	<i>Cajoling Whispers</i>	Al	Mind Ctl	T	416
39	<i>Celerity</i>	Al	Spd/Trvl	T	418
39	<i>Distill Mana</i>	Al	Ench/Ill	Y	427
39	<i>Gravity Flux</i>	Al	Air/Wthr	A	442
39	<i>Illusion: Drybone</i>	Dv	Ench/Ill	Y	447
39	<i>Illusion: Spirit Wolf</i>	Dv	Ench/Ill	Y	449
39	<i>Immobilize</i>	Al	Earth	T	450
39	<i>Insight</i>	Al	Ment Str	T	451
39	<i>Invoke Fear</i>	Al	Fr/Dth	T	452
39	<i>Mind Wipe</i>	Al	Mind Ctl	A	459
39	<i>Pacify</i>	Al	Mind Ctl	T	462
39	<i>Rampage</i>	Al	Buff	T	466
39	<i>Resist Magic</i>	Ab	Shield	T	467
39	<i>Shade</i>	Ab	Shield	T	473
44	<i>Arch Shielding</i>	Ab	Shield	Y	411
44	<i>Brilliance</i>	Al	Ment Str	T	415
44	<i>Color Skew</i>	Dv	Mind Ctl	O	422
44	<i>Discordant Mind</i>	Ev	Harm	T	427
44	<i>Extinguish Fatigue</i>	Al	Spd/Trvl	T	435
44	<i>Illusion: Werewolf</i>	Dv	Ench/Ill	Y	450
44	<i>Incapacitate</i>	Al	Debuff	T	450
44	<i>Pillage Enchantment</i>	Ab	Ench/Ill	T	463
44	<i>Rune IV</i>	Ab	Shield	T	470
44	<i>Shiftless Deeds</i>	Al	Spd/Trvl	T	476
44	<i>Tashania</i>	Ab	Shape	T	489
44	<i>Weakness</i>	Al	Debuff	T	495

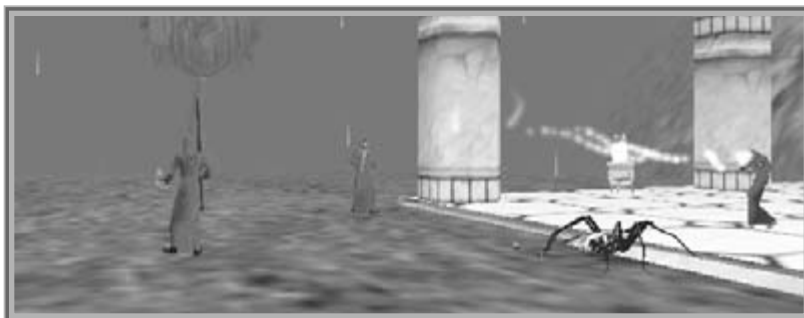
(cont. on p. 85)

Player Characters: Enchanter

Enchanter Spells (cont. from p. 84)

Lvl	Spell	Skill	Type	Tgt	Pg.
44	<i>Yegoreff's Animation</i>	Cn	Summon	S	498
49	<i>Adorning Grace</i>	Al	Buff	T	410
49	<i>Allure</i>	Al	Mind Ctl	T	410
49	<i>Berserker Spirit</i>	Al	Buff	T	413
49	<i>Blanket of Forgetfulness</i>	Al	Mind Ctl	A	413
49	<i>Dazzle</i>	Cn	Mind Ctl	T	426
49	<i>Gasping Embrace</i>	Al	Harm	T	441
49	<i>Group Resist Magic</i>	Ab	Shield	G	443
49	<i>Kintaz's Animation</i>	Cn	Summon	S	453
49	<i>Paralyzing Earth</i>	Al	Earth	T	462
49	<i>Purify Mana</i>	Al	Ench/Ill	Y	464
49	<i>Reoccurring Amnesia</i>	Al	Ment Str	T	467
49	<i>Shadow</i>	Ab	Shield	T	473
49	<i>Swift like the Wind</i>	Al	Spd/Trvl	T	487
51	<i>Collaboration</i>	Al	Mind Ctl	T	421
51	<i>Illusion: Gender</i>	Dv	Ench/Ill	Y	448
51	<i>Theft of Thought</i>	Al	Mind Ctl	T	490
51	<i>Wake of Tranquility</i>	Al	Mind Ctl	A	494
52	<i>Boon of the Clear Mind</i>	Al	Ment Str	G	414
52	<i>Color Slant</i>	Dv	Mind Ctl	O	422
52	<i>Fascination</i>	Cn	Mind Ctl	A	436
52	<i>Rune V</i>	Ab	Shield	T	470
53	<i>Aanya's Quickening</i>	Al	Spd/Trvl	T	409
53	<i>Boltran's Agacerie</i>	Al	Mind Ctl	T	414
53	<i>Cripple</i>	Al	Debuff	T	424
53	<i>Recant Magic</i>	Ab	Ench/Ill	T	466

Lvl	Spell	Skill	Type	Tgt	Pg.
54	<i>Clarity II</i>	Al	Ment Str	T	421
54	<i>Dementia</i>	Ev	Harm	T	426
54	<i>Glamour of Kintaz</i>	Cn	Mind Ctl	T	442
54	<i>Shield of the Magi</i>	Ab	Shield	Y	475
55	<i>Largarn's Lamentation</i>	Ev	Mind Ctl	T	453
55	<i>Memory Flux</i>	Al	Mind Ctl	T	459
55	<i>Wind of Tishani</i>	Ab	Shape	A	496
55	<i>Zumaik's Animation</i>	Cn	Summon	S	498
56	<i>Augment</i>	Al	Buff	T	411
56	<i>Overwhelming Splendor</i>	Al	Buff	T	462
56	<i>Torment of Argli</i>	Ev	Harm	T	491
56	<i>Trepidation</i>	Al	Fr/Dth	T	492
57	<i>Enlightenment</i>	Al	Ment Str	T	433
57	<i>Forlorn Deeds</i>	Al	Spd/Trvl	T	440
57	<i>Tashanian</i>	Ab	Shape	T	489
57	<i>Umbra</i>	Ab	Shield	T	492
58	<i>Bedlam</i>	Al	Buff	T	412
58	<i>Fetter</i>	Al	Earth	T	437
58	<i>Wonderous Rapidity</i>	Al	Spd/Trvl	T	496
59	<i>Asphyxiate</i>	Al	Harm	T	411
59	<i>Gift of Pure Thought</i>	Al	Ment Str	G	442
59	<i>Rapture</i>	Cn	Mind Ctl	T	466
60	<i>Dictate</i>	Al	Mind Ctl	T	427
60	<i>Visions of Grandeur</i>	Al	Spd/Trvl	T	493
60	<i>Wind of Tishanian</i>	Ab	Shape	A	496



"It begins to rain."



Erudite. The Enchanter's craft is perfectly matched to the Erudite race, which has an ivory-tower attitude and the highest natural Intelligence of any race. Erudite Charisma is high as well, and this plus judicious use of spells convinces most merchants to offer you a better price than they give to others of your snobbish race. Enchanters also get spells that bestow infravision and eventually ultravision, which compensates for the Erudites having no natural night vision.

Gnome. Gnomes have high Intelligence but low Charisma. Pick Gnome if you happen to like playing a small race. If anyone makes short jokes at your expense, get your revenge by scaring them with a Barbarian or Ogre illusion! Gnomes have infravision and can Tinker, a trade skill reserved for their race.

High Elf. High Elves have the highest Charisma of any race, and have high Intelligence as well. They have infravision, and are a popular choice for Enchanters.

Human. There's not much positive here — Humans have significantly lower Intelligence than other Enchanter races, and poor night vision is a disadvantage at lower levels (Enchanters get infravision and ultravision buffs later in life). However, their Charisma is higher than all but the High Elf's.

Tactics

Solo

Enchanters have the ability to completely cripple a target by decreasing its abilities to the point of feebleness. Keep in mind, of course, that even though the creature may be feeble, it's still not dead yet.

While Enchanters get pets, they don't respond to commands, so you must be attacked before your pet acts.

Enchanters are adequate at "Root Bombing," but have a special way of soloing some creatures. This is to charm a creature and have it attack another one. The trick is to keep one of the combatants charmed at all times, because if the charmed creature breaks free of the spell, they will both come to attack you. Note that a clever Enchanter will assist the charmed NPC, because if it loses, you get no experience.

If the charmed NPC (pet) wins, it may be heavily wounded, so when it breaks free of the spell you can often kill it for even more experience.

Enchanters can also Reverse-Kite, as mentioned in the Enchanter introduction.

Group

Enchanters are very useful in groups — you can buff the party, as well as debuff any NPCs the party is fighting. You are also excellent at crowd control.

Communicate. In addition to working out strategies and tactics before battle, Enchanters need to be very clear with their parties about when they want help and when they don't. Sometimes, a well-meaning Warrior can mess up a perfectly good spell — especially when the Warrior is wielding an area-effect weapon too close!

Buff. You should buff everyone in the group with *Strengthen* and *Haze*. *Strengthen* gives about 5-10 extra Strength; *Haze* gives about that much in Armor Class. It makes a big difference; plus, as they are buffs, they can

Player Characters: Enchanter

be cast before battle, and the mana can also be regained before the battle. The rune line of spells adds magical damage-absorbing skin to your target — this spell can be very useful on melee types who need extra “armor” to make a tough pull. Another, and perhaps the most popular, Enchanter spell is a higher-level enchantment to increase the rate at which mana is regenerated, an absolute must-have for any high-level caster.

Debuff. As you enter combat, you should mesmerize if there is more than one attacker, and then debuff, starting with the monster the party is beating on. The goal is to give the party just one target to worry about, and then debuff the rest at leisure since debuffs do not break mez. When grouped with other casters, you should always use the Tashani spells to lower the NPCs’ magic resistance.

Haste and slow. When grouping, it is important to make sure you use haste spells on all melee classes in your group — these spells will increase their attack rate, allowing them to kill NPCs faster. Just as you should be hasting your party, you should also be slowing your opponents using the languid pace spells. These spells have the opposite effect of the haste spells — they lessen the amount of damage the NPC can do to your party.

Crowd control. Buffs aside, the most important tactic for you in a group is playing “traffic cop.” When the party is facing multiple enemies, you can use *Mesmerize* to render the excess opponents unable to move. This tactic is key for breaking up spawns so that you can pull one or two at a time. And when it’s time to run, it can also be used to give a Wizard or Druid time to get off a *Group Gate* spell.

Tips

All in all, Enchanters are one of the most diverse and challenging classes to play. They’re a good choice for anyone who wants to have a fairly easy time getting into groups, yet also wants to go it alone on occasion. The learning curve to become a truly skilled Enchanter is fairly high, and the Enchanter’s group role requires constant vigilance.

Pet protection. If your pet is about to die, try casting *Fear*. This will stop the mob from beating on your pet and gives your pet a chance to inflict additional damage on the monster. This gives you time to aid your pet and get ready to cast a few Stun spells, then *Fear* again, then *Whirl* and run a short distance away. By then, your pet will get the monster’s attention back and finish it off.

Illusive religions. Be aware that religion interacts with illusion spells in ways that you might not anticipate. (See religion paragraph in **Class and Race**, page 51.)

Be creative. Any class may practice the jewelry making trade skill, but many players think of it as an Enchanter skill, since you can enchant the metal bars that create stat-buffing jewelry. Be warned, it is extremely expensive to skill up enough to make the most powerful jewelry. On the other hand, the really successful ones are quite wealthy ... and can always find friends.

Eyes open. Enchanters must have good situational awareness. You are always running around looking at a fight from different angles, watching your groups’ health bars (especially the healers — you should always have a rune ready to go if the

healer is getting clobbered), and reading the scrolling messages to watch for other monsters that enter the fray.

Precious metals. Enchanters get their metal enchantment spells in Neriak — this can be a challenge if you're not a Dark Elf.

Coins and questing. In your travels, if you find coins like the old silver ones, you should keep them. They are for the final Tashan series quest. Most pet spells are found only in Highkeep, and most illusion spells are to be had only in Erudin.

Creative combinations of spells. If you need to put on the visage of an unwelcome race or class, you can cast *Illusion: Dark Elf* first (for example), then cast *Invisibility* over it. You would need to stay away from classes that could see through the illusions, of course. (This is done by conning at a distance. If the mob cons more hostile than "indifferent," then it can see through *Invisibility*. It may not have noticed you yet, but it will.) If you then need to enlist aid from someone of the "illusioned" race, you can drop the *Invisibility* and cast *Alliance*. When the item or assistance has been acquired, you can then Gate out.

Consider religion (or not) at creation. If you wish to use your spells for secretive reasons, you should consider being agnostic. For example, even with the use of faction-improving spells, you could get into trouble with good city guards if you were the follower of an evil god, or vice versa.

Dealing with magic resistance. Monsters with high magic resistance are difficult for Enchanters — not many of your spells will work well against such creatures unless you

debuff them. One of the Enchanters' main set of spells is the Tashan line, which lowers Magic Resistance by 9 or more. Any enemy will have less resistance once you cast one of these spells.

Area of Effect spells. Your AoE mesmerize spell needs room. You should make sure you are positioned correctly so that only mobs get mezzed.

Charm. You can charm one monster to attack another monster and then decrease the attributes on the monster that your pet is attacking. Of course, all of this takes monitoring, but it can be quite effective.

Specialization

Note: Also see **Specialization**, page 236.

The first specialization a young Enchanter might consider is Abjuration. This skill is all about buffing shield spells. Conjunction (used to summon animations as well as for some combat spells) and Divination (the key for all the illusion spells) are usually less practical choices initially. The final school an Enchanter would probably want to concentrate on is Alteration, since most of the combat-related spells fall into this category.

By the time they have to choose a single skill in which to specialize beyond level 50, Enchanters really only have two choices — Alteration (which includes immobilization, haste, slowing, DoT, charm and most attribute increases and decreases) and Conjunction (which includes mesmerizing spells). Most Enchanters choose Alteration as their field of specialization, since half of their spells are related to this skill.



Magician

by Zandar, Mage of Freeport (Bristlebane)

The mighty Magician, or mage as they have come to be known, is a powerful force in Norrath. These masters of summoning are never truly alone, for they can call forth the power of an elemental to fight and defend them, and in some cases fend off foes as the mage makes a hasty escape to safety.

There are four different types of pets at the mage's disposal, one for each element: Fire, Earth, Air and Water. Each pet has specific uses, and it takes some time to fully understand their natures. It is a challenge for a young mage to learn the proper use of pets in varying situations.

With the wiggle of a finger, the Magician can also conjure an array of powerful weapons for her pet, party members or herself. Each of these weapons has the inherent ability to hit magic creatures. Along with this arsenal of weapons comes a long list of useful items, including food, water, bandages, arrows, weight-reducing bags, water-breathing stones, levitation rings and various light sources (that fit in the ammo slot). Of course the ability to summon these items and the amount summoned (for stackable items) is determined by the mage's level. The drawback of all the Magician's summoned items is that they are no rent — they will disappear when you log out. Particular care must be exercised when using a weight-reducing bag, as it (along with its contents) will vanish when the user of the item camps for the evening.

The Magician also gets the best personal shields of any pure caster. The phantom armor line of spells not only increases the Magician's armor class, but also adds hit point regeneration. They can be stacked with other hit-point-increasing buffs and help the Magician survive just a little longer in fierce combat. The drawback to the phantom armor spells is that they require a component that can be expensive at lower levels.

When it comes to pure damage, the Magician is, throughout most of her career, second only to the Wizard for Direct Damage output. As easily as the

Magician Skills

- 1 1H Blunt
- 1 2H Blunt
- 1 Abjuration
- 1 Alcohol Tolerance
- 1 Alteration
- 1 Baking
- 1 Begging
- 1 Bind Wound
- 1 Blacksmithing
- 1 Brewing
- 1 Channeling
- 1 Conjunction
- 1 Defense
- 1 Divination
- 1 Evocation
- 1 Fishing
- 1 Fletching
- 1 Hand to Hand
- 1 Jewelry Making
- 1 Offense
- 1 Piercing
- 1 Pottery
- 1 Sense Direction
- 1 Swimming
- 1 Tailoring
- 1 Throwing
- 4 Meditate
- 16 Research
- 16 Tinkering (Gnome only)
- 20 Specialize Abjure
- 20 Specialize Alteration
- 20 Specialize Conjunction
- 20 Specialize Divination
- 20 Specialize Evocation
- 22 Dodge

mage summons elementals and items, she can blast a foe with the power of a hundred slashing swords or daggers all at once, for devastating damage. It is also common to see a powerful fireball emanate from a mage to incinerate her enemies. Being the master of summoned beings, the mage is also an expert in dispatching them. Summoned foes will find it hard to resist this line of spells. The Magician also gets a line of area-effect spells (the rain line) that can be cast from a distance for increased safety. Area effect spells are dangerous by nature, and this line of area-effect spells is the best in the game.

Magicians also get fire shields that cannot be resisted, and are extremely mana-efficient when cast properly. This is especially true when cast just before a battle against several foes at once. Even if the monster is many levels higher than the mage and resists every spell, the fire shield line of spells will always do damage each time the character wearing one is hit. However, they last just a short time, so timing of the spell is a critical factor.

Finally, the Magician gets the malise line of debuffing spells. These spells lower the target's resistances and give the spells that follow a better chance at doing damage and reaching their maximum potential.

With all this power at hand, it may seem that the Magician is an easy class to play. However, the opposite is true. True mastery of the mage class only comes from many months of playtime, many deaths on the battlefield and much research. The Magician is often vulnerable to attack and cannot last very long in melee combat, even with her shields up. Mages also typically have low Strength and can become encumbered quite easily, but proper use of weight-reducing bags can help alleviate this problem. The Magician also faces the most difficult research of all the caster classes — the time needed to master each spell is lengthy, and the process arduous. Most of the high-level pet spells cannot be purchased from vendors.

While it is true Magicians are one of the best classes to solo (thanks to the combat support of their pets), they also excel in groups. The rest of a group will find the Magician's pets both welcome and helpful. Group members will not have to worry about running out of food, water or bandages when a mage is in their party. They can also count on their mage friend to reduce their enemies from half hit points to death in a single cast, on many occasions.

Magician Starting Attributes

Magician	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Dark Elf</i>	60	75	90	75	83	109	60	30
<i>Erudite</i>	60	80	70	70	83	117	70	30
<i>Gnome</i>	60	80	85	85	67	108	60	30
<i>High Elf</i>	55	75	85	70	95	102	80	30
<i>Human</i>	75	85	75	75	75	85	75	30

Player Characters: Magician

Magician Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	<i>Burst of Flame</i>	Ev	Fire/Ht	T	416	12	<i>Rain of Blades</i>	Ev	Harm	S	465
1	<i>Flare</i>	Ev	Fire/Ht	T	439	12	<i>Summon Fang</i>	Cn	Summon	S	485
1	<i>Minor Shielding</i>	Ab	Shield	Y	460	12	<i>Ward Summoned</i>	Ev	Harm	T	494
1	<i>Reclaim Energy</i>	Cn	Summon	T	466	16	<i>Identify</i>	Dv	Vision	T	447
1	<i>Summon Dagger</i>	Cn	Summon	S	485	16	<i>Minor Sum.: Air</i>	Cn	Summon	S	460
1	<i>Summon Drink</i>	Cn	Summon	S	485	16	<i>Minor Sum.: Earth</i>	Cn	Summon	S	460
1	<i>Summon Food</i>	Cn	Summon	S	485	16	<i>Minor Sum.: Fire</i>	Cn	Summon	S	460
1	<i>True North</i>	Dv	Vision	Y	492	16	<i>Minor Sum.: Water</i>	Cn	Summon	S	460
4	<i>Burn</i>	Ev	Fire/Ht	T	415	16	<i>Phantom Leather</i>	Ab	Shield	Y	463
4	<i>Elementalkin: Air</i>	Cn	Summon	S	431	16	<i>See Invisible</i>	Dv	Vision	A	472
4	<i>Elementalkin: Earth</i>	Cn	Summon	S	431	16	<i>Shielding</i>	Ab	Shield	Y	475
4	<i>Elementalkin: Fire</i>	Cn	Summon	S	431	16	<i>Shock of Flame</i>	Ev	Fire/Ht	T	476
4	<i>Elementalkin: Water</i>	Cn	Summon	S	431	16	<i>Staff of Warding</i>	Cn	Summon	S	482
4	<i>Fire Flux</i>	Ev	Fire/Ht	O	437	16	<i>Summon Heatstone</i>	Cn	Summon	S	485
4	<i>Gate</i>	Al	Teleport	Y	441	16	<i>Summon</i>				
4	<i>Sense Summoned</i>	Dv	Vision	Y	473		<i>Throwing Dagger</i>	Cn	Summon	S	486
4	<i>Summon Bandages</i>	Cn	Summon	S	485	20	<i>Bolt of Flame</i>	Ev	Fire/Ht	T	414
4	<i>Summon Wisp</i>	Cn	Summon	S	486	20	<i>Elemental Shield</i>	Ab	Shield	Y	430
8	<i>Dimensional Pocket</i>	Cn	Summon	S	427	20	<i>Expulse Summoned</i>	Ev	Harm	T	435
8	<i>Elementaling: Air</i>	Cn	Summon	S	430	20	<i>Lesser Sum.: Air</i>	Cn	Summon	S	454
8	<i>Elementaling: Earth</i>	Cn	Summon	S	430	20	<i>Lesser Sum.: Earth</i>	Cn	Summon	S	455
8	<i>Elementaling: Fire</i>	Cn	Summon	S	430	20	<i>Lesser Sum.: Fire</i>	Cn	Summon	S	455
8	<i>Elementaling: Water</i>	Cn	Summon	S	431	20	<i>Lesser Sum.: Water</i>	Cn	Summon	S	455
8	<i>Eye of Zomm</i>	Cn	Vision	Y	436	20	<i>Rain of Fire</i>	Ev	Fire/Ht	S	465
8	<i>Flame Bolt</i>	Ev	Fire/Ht	T	438	20	<i>Renew Summoning</i>	Al	Heal	T	467
8	<i>Invisibility</i>	Dv	Vision	T	452	20	<i>Shield of Flame</i>	Ab	Fire/Ht	T	475
8	<i>Lesser Shielding</i>	Ab	Shield	Y	454	20	<i>Spear of Warding</i>	Cn	Summon	S	480
8	<i>Renew Elements</i>	Al	Heal	T	467	20	<i>Summon Arrows</i>	Cn	Summon	S	484
8	<i>Shield of Fire</i>	Ab	Fire/Ht	T	475	20	<i>Summon Waterstone</i>	Cn	Summon	S	486
8	<i>Shock of Blades</i>	Cn	Harm	T	476	24	<i>Cornucopia</i>	Cn	Summon	S	423
8	<i>Staff of Tracing</i>	Cn	Summon	S	482	24	<i>Everfount</i>	Cn	Summon	S	435
12	<i>Bind Affinity</i>	Al	Ench/Ill	T	413	24	<i>Flame Flux</i>	Ev	Fire/Ht	O	438
12	<i>Burnout</i>	Al	Buff	T	415	24	<i>Major Shielding</i>	Ab	Shield	Y	457
12	<i>Cancel Magic</i>	Ab	Ench/Ill	T	417	24	<i>Malise</i>	Al	Fr/Dth	T	458
12	<i>Column of Fire</i>	Ev	Fire/Ht	A	422	24	<i>Shock of Spikes</i>	Cn	Harm	T	477
12	<i>Elemental: Air</i>	Cn	Summon	S	430	24	<i>Staff of Runes</i>	Cn	Summon	S	482
12	<i>Elemental: Earth</i>	Cn	Summon	S	430	24	<i>Summoning: Air</i>	Cn	Summon	S	486
12	<i>Elemental: Fire</i>	Cn	Summon	S	430						
12	<i>Elemental: Water</i>	Cn	Summon	S	430						

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Magician Spells (cont. from p. 91)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
24	Summoning: Earth	Cn	Summon	S	486	44	Elemental Armor	Ab	Shield	Y	429
24	Summoning: Fire	Cn	Summon	S	486	44	Malisement	Al	Fr/Dth	T	458
24	Summoning: Water	Cn	Summon	S	486	44	Modulating Rod	Cn	Summon	S	461
29	Burnout II	Al	Buff	T	416	44	Phantom Plate	Ab	Shield	Y	463
29	Dismiss Summoned	Ev	Harm	T	427	44	Shock of Swords	Cn	Harm	T	477
29	Greater Sum.: Air	Cn	Summon	S	443	49	Banish Summoned	Ev	Harm	T	412
29	Greater Sum.: Earth	Cn	Summon	S	443	49	Burnout III	Al	Buff	T	416
29	Greater Sum.: Fire	Cn	Summon	S	443	49	Greater Conj.: Air	Cn	Summon	S	442
29	Greater Sum.: Water	Cn	Summon	S	443	49	Greater Conj.: Earth	Cn	Summon	S	443
29	Inferno Shield	Ab	Fire/Ht	T	450	49	Greater Conj.: Fire	Cn	Summon	S	443
29	Phantom Chain	Ab	Shield	Y	463	49	Greater Conj.: Water	Cn	Summon	S	443
29	Rain of Spikes	Ev	Harm	S	465	49	Lava Bolt	Ev	Fire/Ht	T	453
29	Summon Coldstone	Cn	Summon	S	485	49	Rain of Swords	Ev	Harm	S	466
29	Sword of Runes	Cn	Summon	S	487	49	Shield of Lava	Ab	Fire/Ht	T	475
34	Blaze	Ev	Fire/Ht	T	413	51	Gift of Xev	Cn	Summon	S	442
34	Cinder Bolt	Ev	Fire/Ht	T	420	51	Malosi	Al	Fr/Dth	T	458
34	Dimensional Hole	Cn	Summon	S	427	51	Scintillation	Ev	Fire/Ht	O	472
34	Greater Shielding	Ab	Shield	Y	443	51	Vocate: Earth	Cn	Summon	S	493
34	Minor Conj.: Air	Cn	Summon	S	459	52	Bristlebane's Bundle	Cn	Summon	S	415
34	Minor Conj.: Earth	Cn	Summon	S	459	52	Char	Ev	Fire/Ht	T	419
34	Minor Conj.: Fire	Cn	Summon	S	459	52	Phantom Armor	Ab	Shield	Y	463
34	Minor Conj.: Water	Cn	Summon	S	459	52	Vocate: Fire	Cn	Summon	S	494
34	Nullify Magic	Ab	Ench/Ill	T	461	53	Annul Magic	Ab	Ench/Ill	T	411
34	Staff of Symbols	Cn	Summon	S	482	53	Boon of Immolation	Ab	Fire/Ht	G	414
39	Barrier of Combustion	Ab	Fire/Ht	T	412	53	Quiver of Marr	Cn	Summon	S	465
39	Dagger of Symbols	Cn	Summon	S	425	53	Vocate: Air	Cn	Summon	S	494
39	Expel Summoned	Ev	Harm	T	435	54	Bandoleer of Luclin	Cn	Summon	S	412
39	Flame Arc	Ev	Fire/Ht	O	438	54	Scars of Sigil	Ev	Fire/Ht	T	471
39	Lesser Conj.: Air	Cn	Summon	S	454	54	Shield of the Magi	Ab	Shield	Y	475
39	Lesser Conj.: Earth	Cn	Summon	S	454	54	Vocate: Water	Cn	Summon	S	494
39	Lesser Conj.: Fire	Cn	Summon	S	454	55	Call of the Hero	Cn	Summon	T	416
39	Lesser Conj.: Water	Cn	Summon	S	454	55	Pouch of Quellious	Cn	Summon	S	464
39	Rain of Lava	Ev	Fire/Ht	S	465	55	Rage of Zomm	Cn	Summon	S	465
39	Summon					55	Sirocco	Ev	Fire/Ht	S	478
	Ring of Flight	Cn	Summon	S	485	56	Cadeau of Flame	Ab	Fire/Ht	T	416
44	Arch Shielding	Ab	Shield	Y	411	56	Dyzil's Deafening				
44	Conjuration: Air	Cn	Summon	S	423		Decoy	Cn	Summon	S	429
44	Conjuration: Earth	Cn	Summon	S	423	56	Exile Summoned	Ev	Harm	T	435
44	Conjuration: Fire	Cn	Summon	S	423	56	Muzzle of Mardu	Cn	Summon	S	461
44	Conjuration: Water	Cn	Summon	S	423						

(cont. on p. 93)

Player Characters: Magician

Magician Spells (cont. from p. 92)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
57	<i>Eye of Tallon</i>	Cn	Vision	Y	436	59	<i>Manastorm</i>	Ev	Harm	S	458
57	<i>Greater Voc.: Earth</i>	Cn	Summon	S	443	59	<i>Seeking Flame</i>				
57	<i>Shock of Steel</i>	Cn	Harm	T	477		<i>of Seukor</i>	Ev	Fire/Ht	T	472
58	<i>Greater Voc.: Fire</i>	Cn	Summon	S	443	60	<i>Aegis of Ro</i>	Ab	Fire/Ht	G	410
58	<i>Malosini</i>	Al	Fr/Dth	T	458	60	<i>Banishment</i>	Ev	Harm	T	412
58	<i>Velocity</i>	Al	Spd/Trvl	T	493	60	<i>Greater Voc.: Water</i>	Cn	Summon	S	443
59	<i>Greater Voc.: Air</i>	Cn	Summon	S	443	60	<i>Mala</i>	Al	Fr/Dth	T	457

Attributes

Put 25 (the max possible) into *Intelligence*, then allocate the remaining 5 at your discretion.

Races

Dark Elf. Dark Elf mages have the disadvantage of being evil, so they are not welcome in many cities. They also start in Neriak, an underground city that can be difficult to navigate. They have higher starting Agility than other mages, and the second highest Intelligence, plus ultravision. Dark Elf mages are a great combination for players who like a challenge.

Erudite. Erudite mages have the highest starting Intelligence of all the Magician races. This gives them the largest mana pool to begin with. They are tied with the High Elf for the lowest Dexterity, and have the worst Agility of all the mage races. Note that they have poor night vision, and that they must take a boat to the mainlands for more advanced hunting.

Gnome. Gnome mages have an excellent starting Intelligence, and closely follow Dark Elf mages in the size of their beginning mana pool. They have the highest Dexterity of all the mage races, as well as very good Agility. They can see in the dark, and can eventually learn Tinkering. They are an excellent choice for mages who like to be unique.

High Elf. The High Elf mage has the lowest Strength of all the races, but makes up for it with well balanced stats otherwise, including an Intelligence comparable to the Gnome and Dark Elf. In addition, they can see in the dark and there's an excellent training ground available to the citizens of Felwithe.

Human. The Human mage has well-rounded stats, but suffers from the lowest Intelligence of all the races. Human Magicians have the highest Strength and Stamina of all the mage races. They have no night vision, but get to start in what is considered by many to be the business capital of Norrath.

Tactics

Solo

Magicians can summon the best pets in Norrath, despite what Necromancers say.

Having the strongest pets means good soloing. The idea is a modified Root 'n' Nuke (by having the pet do the rooting), or keeping the monster taunted to the point that it is as good as rooted. At that point, the trick is to kill it before it kills your pet. By accomplishing this, you stay alive.

If multiple mobs aggro on your pet, you can have the pet take the heat while you make a run for safety.

Group

Magicians are the master summoners of Norrath. You pull something out of nothing ... that's your job.

You can summon weapons for corpse recovery or party members' pets, you can summon food and drink, and you can summon pets of your own. Magicians also pack fairly good damage spells, second only to Wizards, in fact.

Magicians also have the best damage shields. It's always worth the mana and time it takes to cast damage shields on your melee fighters, especially since the damage shield inflicts damage on the mob that cannot be resisted.

When in groups, Magicians should choose what pet to summon based on the opponents they will be facing. When fighting NPCs that

are mainly casters, the Air Elemental is usually the best choice: it casts spells that interrupt the NPCs' spellcasting. When in groups where the Magician's pet will be doing a lot of heavy fighting, the Fire Elemental is a good choice: it has very low hit points but high damage output. A Fire Elemental can cast a damage shield on itself, so it also is useful against multiple weaker opponents. If you need a tank, especially while soloing, the Earth Elemental is your most obvious choice: it can take a lot of damage while rooting a mob and keeping it away from you. Lastly is the Water Elemental, the middleman, which is the all-around pet that can be used in any situation. The Water pet is immune to poison, and is the best choice for fighting creatures that can harm you in this manner. Many mages prefer Water pets to Earth pets for both soloing and tanking. More than anything else, it's a matter of your own preference, so experiment to discover your personal favorite.

Tips

Elemental Summoning. The Shovel of Ponze, Broom Of Trilion, Stein of Ulissa and Torch of Alna are not necessary for these spells, but having the appropriate one in-hand when casting the spell produces a more powerful pet, especially with higher-level versions of these spells.

Experience. Work up a character profile that's more than summoning things ... maybe the mage likes to go fishing, make pots, etc. Magic is good, but a real personality makes it worthwhile.

Player Characters: Magician

Erudite and Human night vision. Use *Summon Wisp*, *Summon Heatstone* or *Summon Coldstone* (depending on what's available to you).

Summon and sit. It takes a long time to get adept at summoning, particularly during fights. Simply summon and then sit to regain your mana as quickly as possible. Once you have the summoned items, give a gift (or three) to anyone who is in need. Learning how to summon a new pet before the old one dies during a battle is difficult to master, but will save you life many times.

Offering summoned items in exchange for buffs like *SoW* or *Clarity* is a common trade.

Specialization

Note: Also see **Specialization**, page 236.

There are two main choices when selecting a specialization as a Magician: Evocation (AoE and a few DD spells) or Conjunction.

Evocation is mostly direct damage.

Conjunction is summoning, from pets to food to weapons, although there are some DD conjunctions. When given the opportunity to specialize, Magicians who want the casting-time and mana-cost reductions to affect the greatest number of their spells choose Conjunction, while many opt for Evocation to bolster their combat casting effectiveness.

Your decision is just a matter of preference, but many Magicians choose Evocation because that's used during battle. You'll be casting Conjunction spells a lot (in fact, most of the Magician spells are in Conjunction), but the casting is during non-critical times ... so you can just med back up. (Note that the shock line of spells, a Magicians' best DD spells, are Conjunction-based.)



Monk

by Ester Ann Sauter

So you wish to study the ways of the Monk? Imagine a tranquil garden, sounds of water bubbling over a rocky fountain. Men and women move about quietly, whispering if conversation is necessary. They have no need of riches save for a few adornments. They are calm and unassuming. Suddenly an enemy breaks into the serene setting. As one, the quiet Monks spring into action. Hands and feet fly faster than eyes can see. Some wield staffs or other blunt weapons. The intruder has no chance, as the warrior priests use their unique prowess to quickly and efficiently vanquish the prowler. These are the Monks of Quellious and their agnostic brethren.

Far away on a bleak and desolate training ground, lizardlike Monks practice these same skills. They eschew all other races, but have much in common with their Human counterparts. All three of these sects have the same goal, mastery over body and mind for the purpose of defeating an enemy.

Monks have enviable abilities, regardless of their race. Their drive to master their bodies allows them to practice useful skills. They can fall from great heights without taking damage. They have the ability to heal some wounds without the use of bandages or spells, which is unique to their discipline. They can also fight without weapons, though there are stories of very powerful staves obtained in obscure places. Intelligent Monks will keep all their fighting skills up to perfection at all times, in case they have an opportunity to wield one of these fabled weapons.

As a Monk grows older, she gains the ability to hit more often, along with learning more specialized combat techniques. When she has a friendly magic user in the group to enhance her natural skills, she can be referred to as "a Human blender" (the Iksar have their own comparable term).

Monk Skills

- 1 1H Blunt
- 1 2H Blunt
- 1 Alcohol Tolerance
- 1 Baking
- 1 Begging
- 1 Bind Wound
- 1 Blacksmithing
- 1 Brewing
- 1 Defense
- 1 Dodge
- 1 Dual Wield
- 1 Fishing
- 1 Fletching
- 1 Hand to Hand
- 1 Jewelry Making
- 1 Kick
- 1 Mend
- 1 Offense
- 1 Pottery
- 1 Sense Direction
- 1 Swimming
- 1 Tailoring
- 1 Throwing
- 3 Safe Fall
- 5 Round Kick
- 8 Sneak
- 10 Tiger Claw
- 12 Block
- 15 Double Attack
- 17 Feign Death
- 18 Instill Doubt
- 20 Eagle Strike
- 25 Dragon Punch/Tail Rake
- 27 Disarm
- 30 Flying Kick
- 35 Riposte

Disciplines

- 51 Stone Stance
- 52 Thunder Kick
- 53 Whirlwind
- 54 VoidDance
- 56 InnerFlame
- 57 100 Fist
- 59 SilentFist
- 59 AshenHand

Player Characters: Monk

Monk Starting Attributes

Monk	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Human</i>	80	80	85	85	75	75	75	20
<i>Iksar</i>	75	75	100	95	80	75	55	20

Another skill that is mastered by the Monks is the ability to feign death. This is perhaps their most important ability. It can allow them to save their entire adventuring party, by remaining behind while their friends escape.

The Monk is intimately aware of the working of his body. Because of this he is loath to wear any armor beyond leather. With few exceptions, all else is shunned by the sect. Weight is also a consideration; beyond 14 stones the Monk loses some of his natural tenacity, so he tends to travel light.

A tailor can make cured silk, which Monks love to wear. It is stylish and light, which is always a concern for Monks. There are also rumors of mesh and woven armor found in the caverns of Guk, but the sentient race of Frogloks are the ones who own it, and for many Monks killing sentient creatures in order to loot their possessions is not acceptable.

The dream of every Monk is to attain the skill and age necessary to enter the Planes of the Gods and kill the fabled Shiverback Gorillas, who are rumored to be the source of Shiverback hides. Other armors are available throughout the lands, but Shiverback armor may be the best Monk-only armor in the lands of Norrath.

A Monk is most effective in a group of adventurers. There is not much that a Monk can defeat on her own, but the Monk is a vital part of a group, as she can pull opponents to the group much more easily than other classes. She is also a significant source of damage. This does have its drawbacks, as it is difficult for other characters to taunt a monster off of a Monk. Again, the Feign Death skill is extremely useful in these situations, for if a monster is fooled by your supposed death, others have a chance of attracting its attention.

Though they are potent among the melee fighters in Norrath, the path of the Monk is not always easy. It takes skill and cunning to follow their path, but the rewards are great. I wish you well, young initiate, as you begin your journey to Grandmaster.

Attributes

There are two camps in the Monk temples on the question of whether an initiate should focus on developing Strength or Agility. However, don't spend hours stressing over how to allocate points: they won't make that big a difference. That said, there are different reasons to put points in different places.

Strength. Those who believe in Strength say that the amount of damage done will offset the heightened chance of being hit. Let's face it, you're a damage dealer, and the higher your Strength, the more damage is dealt. On the other hand, there are an awful lot of Strength-buffing items out there. If you have reason to think you'll survive to get them, you can pull back on the Strength allocation and put it elsewhere.

Agility. The Agility faction claims that being able to avoid your attacker more than makes up for inflicting less damage on your opponent — Monks are damage dealers, not hit takers, so anything to avoid taking hits is to be desired, including a higher Agility. On the other hand, once you get Feign Death, you're only going to be killed if you're careless.

Some follow the middle road between these two camps. It is a choice that initiates must determine for themselves. (And there's something to be said for raising your **Intelligence**, so that you can practice new skills more effectively.)

Races

Human. Some ask which is a better Monk, the shunned Iksar or the amiable Humans. Humans hit faster, and they are accepted in a majority of the cities across Norrath. However, they can't see in the dark.

Iksar. The Iksar are hated everywhere but their own city of New Cabilis, which makes travel difficult. They also take longer to advance in their disciplines than their Human counterparts. However, the Iksar do have innate Swimming and Foraging

abilities, and they regenerate as fast as the hated Trolls do. They can also see in the dark, an ability Humans lack, and have a higher starting AC, due to their scaly hides.

Tactics

Solo

Monks are most suited to using the overpowering tactic for soloing. They are pure fighters, strong and fast.

The advantages to the Monk over the Warrior are the skills of Mend and Feign Death. If a Monk gets into trouble, the first skill in a Monk's arsenal of abilities is Mend. While this skill is much more effective at higher levels, it will immediately heal a lot of hit points, possibly turning the tide of the battle.

The advantage of the Monk at higher levels is that an escape route may not be necessary. Feign Death is the ability to play dead and thus convince the assaulting mob that you have ceased to be a threat. Many times this will save your life. Constantly practice Feign Death, because many a Monk has died when his display of death was a little less convincing than it should have been. Practice makes perfect.

Any extended capabilities for solo playing will rely on your knowing when to Feign Death and when to run for the border.

Player Characters: Monk

Group

Monks in *EverQuest* are very good at melee combat, great scouts, and excellent pullers. When in a group, you should always be the scout. Once you have the ability to Feign Death — so the mobs think you're dead and leave you alone — you are a puller beyond compare. Feign Death means no accidental trains.

Feign Death has more than one use, though. It's also good for clearing the path of hostile creatures. When entering a new area, you can run into a hostile area, attract the attention of any NPCs blocking the party's path, lead them away, and then Feign Death so the party has time to get past.

Another trick involving Feign Death is the Feign pull. In this process, you go to a group of NPCs and attack. You lead the NPCs away a bit, then Feign Death. The NPCs wander off, one by one, while you wait patiently. When only one is left, you can get back up and lead it to the group. This tactic can be very useful for breaking up a spawn in a dungeon.

Tips

Kick It. It doesn't take long to improve Kicking skills, so throwing a few practices into Kicking isn't a bad idea. After you gain a few levels, accurately landed round kicks look really cool

Mend. Like the Paladin's *Lay on Hands* spell, Mending is a good skill to practice during or after battle. It can be used every six minutes (real time). The only real drawback is that failure at low levels often results in a botched attempt, where you end up creating *more* damage, rather than Mending it. As might

be expected, your chances of success, and your chances of avoiding further damage, improve as your skill improves.

Pulling. Monks are great pullers, but ... pulling a manageable number of mobs (one or two) is the goal. In case of a train, Feign Death to keep from overwhelming your camp. Pulling a train to camp can mean instant wipeout, and it will be all your fault.

Feign Death will sometimes not work on the highest-level mobs. Know your enemies.

Weapon skills. It's tempting to totally avoid weapon skills, since you don't get access to any weapons stronger than your own two hands until level 40. However, those level 40+ weapons are well worth the preparation. Many smart Monks wield a 1H Blunt weapon alongside a fist (Dual Wield), and put the blunt weapon back in their backpack once they max out their 1H Blunt skill for their experience level. It is weight to be contended with, but you can just put the staff or club back in the bank, too, when you don't need it. Whitened Treant Fists, Wu's Trance Stick, Spiritwood Club ... these weapons were *meant* for Monks, and two of them are Monk-only. It would be foolish not to prepare to use them.

Take it slow. Fight cautiously until you get Double Attack and Feign Death. Monks are amazing fighters ... but they are a little underpowered at the outset. It can be a bit frustrating for a newbie.

Strategic withdrawal. If you're out-matched and Feign Death isn't a good option ... run! Since Monks are often loners, learning to perform tactical withdrawals is a survival trait.

Magic without spells. If a Monk wearing magical gloves attacks with his hands, or kicks while wearing magic boots, the attack is magical. From level 30 on, you can attack magical beings with your bare hands and feet. (This is a benefit only Monks receive.) In addition, you get a special attack every few levels (Round Kick, Tiger Claw, Eagle Strike, etc.) ... these attacks are all magical.

Take turns. Monks are great tanks and great pullers, so if there's another puller in the party, take turns to keep things interesting.

Practice. Always be practicing skills that you think are necessary, including Sense Heading (particularly useful during solo work), Kick and (always and especially) Mend.

Practice Feign Death in your downtime. It may feel silly to be playing possum without a hint of danger nearby, but it's better than spending skill points.

Mend. Mend is going to be one of your most-used skills, so it might be worth spending a few practice points on it when you're in those troubled-teen levels. It's better than practicing, because a botched Mend hurts.

Mend works as often as your skill is high. For example, if your skill is 75, your attempts to Mend will work 75% of the time. It takes a long time to get consistently good.

Flying Kick. After you get your basics down, save up your skill points for Flying Kick. Flying Kick is definitely one of the coolest skills available to anyone.

Dragon Punch and **Instill Doubt** are also good, no doubt about it, and also worth a few skill points. Remember that Instill Doubt skill has a chance of causing fear in the creature you are fighting.

Silk. You want to wear silk, specifically cured silk. You should be well on your way to a complete cured silk fashion statement by level 15.

A Monk with time on his hands and no luck getting cured silk can always develop the skills of Brewing and Tailoring. It's the hard way, but it's a good feeling to wear only your own, hand-crafted clothes. If a Monk isn't into self-sufficiency, who is?

Boots and gloves. Below experience level 30, you need magic boots and/or gloves for the Instill Doubt skill to work on magic mobs (e.g., ghouls). You've got to inflict damage for the fear to have its effect. If neither your gloves nor boots are magic, you cannot land the blow, therefore no fear.

Ask your own, ask nicely. Gaining levels can be a little intimidating, but a trip down to your guild and a whole lot of polite discussions with the older Monks can be invaluable. Also note that Monks can't carry very much, so they are apt to be generous.

Cash it in. Also, being helpful to people tends to be a lucrative pastime for Monks. Since you can't really carry much in the way of items, anything you should be immediately sold for cold, hard cash. Other classes have to spend time thinking "will this be useful later?" Monks always travel light, and place little reliance on weapons and shields for their success.



Necromancer

by Jason Mash "Jacinn Masche"

Necromancers are the Death Magi of Norrath. They seek out darkness and evil, and thrive when surrounded by pain and death. Necromancers are the masters of the dead, reaching beyond the bounds of the grave to magically manipulate their dark minions.

Wholly dedicated to the practice of their magic, Necromancers are physically weak and unable to provide much of a defense. Due to their lack of physical prowess, they have developed spells that enable them to command powerful undead beings, and have their own peculiar spells that summon loyal servants to do their bidding. Their main offensive spells focus on time-based means of dealing with their opponents. These spells generally draw on pain and suffering and are grounded in poison and disease, causing their enemies to suffer and perish in terrible ways. This mastery of torment lets Necromancers suck the very life out of their victims and heal themselves in the process. However, pain is a means to an end, rather than an end in itself, and a Necromancer will even inflict suffering on himself to restore magical energies, if that is the most efficient way to accomplish his goals.

Necromancers are considered evil merely because they choose to delve into the arts and practices that many find repulsive. Even if a Necromancer's goals are aligned with the forces of Light, few would think that these ends can justify their foul means. Necromancers are oftentimes shunned in the world because of their peculiar looks and ways, but none doubt the powers of the Necromancer, for they are the stuff of nightmares.

Although a Necromancer might have a personal preference for the comradeship of others, she is fully powerful enough to face the world and triumph, with only her pet at her side. It is just as well that the Necromancer can fend for herself, for unless her race is evil she is not well liked even among her own kind. In many cases she is an outcast, and branded a heretic. The Erudites, for example, ostracize Necromancers from their home town, forcing them to live in caverns and deep within forests. Even though labeled a heretic, there is usually

Necromancer Skills

1	1H Blunt
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Channeling
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
1	Throwing
4	Meditate
16	Research
16	Tinkering (Gnome only)
20	Specialize Abjure
20	Specialize Alteration
20	Specialize Conjuration
20	Specialize Divination
20	Specialize Evocation
22	Dodge

someone who can use the services of a Necromancer, especially anyone who is searching for a lost corpse. It can be very easy to lose a corpse, especially when you are exploring a new area and are in unfamiliar surroundings. A Necromancer's skills include the ability to locate someone's corpse, and even in some cases summon it, although at quite a high price.

The Necromancer is one of the most difficult classes, due to the many different ways in which it may be played, but in the end can be one of the most gratifying. Because of the hostilities toward Necromancers, it can be difficult to purchase supplies without long and time-consuming journeys. Expect to use people skills to make friends who'll purchase supplies for you from the local stores, or more often than not you'll go hungry.

Attributes

Intelligence. Intelligence is the main attribute for a Necromancer. It not only helps you learn most of your skills faster, but also increases your spellcasting ability. It is by far the most important attribute to increase.

Dexterity. This is your second-most important stat. It helps to prepare the fingers for what the mind is going to do.

Charisma. Necromancers need Charisma for greater success in controlling undead (those summoned from the world at large, as opposed to the ones they raise themselves). Although Charisma can be important, its value is not enough to justify taking points away from Intelligence.

Races

Dark Elf. Dark Elves make good Necromancers, due to their innate ability to reside in dark areas and caverns with almost no visibility loss, whereas many other races cannot see in the dark well, if at all. This enables them to spot trouble more easily, hopefully before trouble spots them. Dark Elves can also Hide, which helps them avoid unwanted conflicts. The drawback to the Dark Elves is that their race is hated throughout Norrath, and that in itself will make things difficult as there will be no place that will buy and sell to them outside the few evil cities.

Erudite. Erudites make good Necromancers, because they have the highest Intelligence, as well as good Dexterity and Charisma, which are important for any Necromancer. Erudites are not as hated a race, and are more openly accepted throughout Norrath, but as a

Necromancer Starting Attributes

Necromancer	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Dark Elf</i>	60	65	90	85	83	109	60	30
<i>Erudite</i>	60	70	70	80	83	117	70	30
<i>Gnome</i>	60	70	85	95	67	108	60	30
<i>Human</i>	75	75	75	85	75	85	75	30
<i>Iksar</i>	70	70	90	95	80	85	55	30

Player Characters: Necromancer

Necromancer Spells

Lvl	Spell	Skill	Type	Tgt	Pg.
1	<i>Cavorting Bones</i>	Cn	Summon	S	418
1	<i>Coldlight</i>	Cn	Summon	S	421
1	<i>Disease Cloud</i>	Cn	Disease	T	427
1	<i>Invisibility versus Undead</i>	Dv	Vision	T	452
1	<i>Lifetap</i>	Al	Fr/Dth	T	456
1	<i>Locate Corpse</i>	Dv	Vision	Y	456
1	<i>Minor Shielding</i>	Ab	Shield	Y	460
1	<i>Reclaim Energy</i>	Cn	Summon	T	466
1	<i>Sense the Dead</i>	Dv	Vision	Y	473
1	<i>Siphon Strength</i>	Al	Debuff	T	478
4	<i>Clinging Darkness</i>	Al	Harm	T	421
4	<i>Endure Cold</i>	Ab	Shield	T	432
4	<i>Fear</i>	Al	Fr/Dth	T	436
4	<i>Gate</i>	Al	Teleport	Y	441
4	<i>Grim Aura</i>	Al	Harm	Y	443
4	<i>Leering Corpse</i>	Cn	Summon	S	454
4	<i>Lifespoke</i>	Al	Fr/Dth	T	455
4	<i>Numb the Dead</i>	Ab	Mind Ctl	T	461
4	<i>Poison Bolt</i>	Cn	Poison	T	464
4	<i>True North</i>	Dv	Vision	Y	492
8	<i>Bone Walk</i>	Cn	Summon	S	414
8	<i>Dark Empathy</i>	Al	Heal	T	425
8	<i>Dark Pact</i>	Al	Fr/Dth	Y	425
8	<i>Deadeye</i>	Dv	Vision	Y	426
8	<i>Gather Shadows</i>	Dv	Vision	Y	442
8	<i>Impart Strength</i>	Al	Buff	T	450
8	<i>Lesser Shielding</i>	Ab	Shield	Y	454
8	<i>Mend Bones</i>	Al	Heal	T	459
8	<i>Shadow Step</i>	Al	Teleport	Y	474
8	<i>Vampiric Embrace</i>	Al	Harm	Y	493
8	<i>Ward Undead</i>	Ev	Harm	T	494
12	<i>Bind Affinity</i>	Al	Ench/Ill	T	413
12	<i>Convoke Shadow</i>	Cn	Summon	S	423
12	<i>Endure Disease</i>	Ab	Shield	T	432
12	<i>Engulfing Darkness</i>	Cn	Harm	T	433
12	<i>Heat Blood</i>	Al	Harm	T	445
12	<i>Leach</i>	Al	Fr/Dth	T	454
12	<i>Lifedraw</i>	Al	Fr/Dth	T	455
12	<i>Scent of Dusk</i>	Al	Air/Wthr	T	471
12	<i>Sight Graft</i>	Dv	Vision	T	478

Lvl	Spell	Skill	Type	Tgt	Pg.
12	<i>Spook the Dead</i>	Al	Fr/Dth	T	482
12	<i>Wave of Enfeeblement</i>	Al	Debuff	O	495
16	<i>Banshee Aura</i>	Ab	Fr/Dth	Y	412
16	<i>Cancel Magic</i>	Ab	Ench/Ill	T	417
16	<i>Cure Disease</i>	Al	Heal	T	425
16	<i>Feign Death</i>	Ab	Ench/Ill	Y	437
16	<i>Heart Flutter</i>	Al	Debuff	T	445
16	<i>Hungry Earth</i>	Al	Earth	T	446
16	<i>Infectious Cloud</i>	Cn	Disease	A	450
16	<i>Restless Bones</i>	Cn	Summon	S	468
16	<i>Shielding</i>	Ab	Shield	Y	475
16	<i>Shieldskin</i>	Ab	Shield	Y	476
16	<i>Spirit Armor</i>	Ab	Shield	T	480
16	<i>Voice Graft</i>	Dv	Ench/Ill	T	494
20	<i>Allure of Death</i>	Al	Fr/Dth	Y	410
20	<i>Animate Dead</i>	Cn	Summon	S	411
20	<i>Dominate Undead</i>	Al	Mind Ctl	T	428
20	<i>Expulse Undead</i>	Ev	Harm	T	435
20	<i>Harmshield</i>	Ab	Shield	Y	444
20	<i>Identify</i>	Dv	Vision	T	447
20	<i>Shadow Compact</i>	Al	Heal	T	473
20	<i>Shadow Vortex</i>	Al	Air/Wthr	T	474
20	<i>Siphon Life</i>	Al	Fr/Dth	T	478
20	<i>Word of Shadow</i>	Ev	Harm	O	497
24	<i>Breath of the Dead</i>	Al	Air/Wthr	Y	415
24	<i>Haunting Corpse</i>	Cn	Summon	S	445
24	<i>Intensify Death</i>	Al	Buff	T	451
24	<i>Leatherskin</i>	Ab	Shield	Y	454
24	<i>Major Shielding</i>	Ab	Shield	Y	457
24	<i>Rapacious Subversion</i>	Al	Ment Str	T	466
24	<i>Resist Cold</i>	Ab	Shield	T	467
24	<i>Rest the Dead</i>	Ab	Mind Ctl	T	468
24	<i>Scent of Shadow</i>	Al	Air/Wthr	T	472
24	<i>Screaming Terror</i>	Al	Fr/Dth	T	472
24	<i>Shadow Sight</i>	Dv	Vision	Y	474
24	<i>Shock of Poison</i>	Cn	Poison	T	477
29	<i>Boil Blood</i>	Al	Harm	T	414
29	<i>Defoliate</i>	Ev	Harm	T	426
29	<i>Dismiss Undead</i>	Ev	Harm	T	427
29	<i>Dooming Darkness</i>	Cn	Harm	T	428

(cont. on p. 104)

Necromancer Spells (cont. from p. 103)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
29	<i>Panic the Dead</i>	Al	Fr/Dth	T	462	49	<i>Invoke Death</i>	Cn	Summon	S	452
29	<i>Renew Bones</i>	Al	Heal	T	467	49	<i>Lich</i>	Al	Fr/Dth	Y	455
29	<i>Spirit Tap</i>	Al	Fr/Dth	T	482	49	<i>Paralyzing Earth</i>	Al	Earth	T	462
29	<i>Summon Dead</i>	Cn	Summon	S	485	51	<i>Dread of Night</i>	Al	Fr/Dth	T	429
29	<i>Vampiric Curse</i>	Al	Fr/Dth	T	493	51	<i>Envenomed Bolt</i>	Cn	Poison	T	434
29	<i>Word of Spirit</i>	Ev	Harm	O	497	51	<i>Sacrifice</i>	Al	Earth	T	470
34	<i>Beguile Undead</i>	Al	Mind Ctl	T	413	51	<i>Splurt</i>	Al	Ench/Ill	T	482
34	<i>Call of Bones</i>	Al	Fr/Dth	Y	416	52	<i>Defoliation</i>	Ev	Plant	T	426
34	<i>Greater Shielding</i>	Ab	Shield	Y	443	52	<i>Manaskin</i>	Ab	Shield	Y	458
34	<i>Invoke Fear</i>	Al	Fr/Dth	T	452	52	<i>Plague</i>	Cn	Disease	T	463
34	<i>Invoke Shadow</i>	Cn	Summon	S	452	52	<i>Scent of Terris</i>	Al	Air/Wthr	T	472
34	<i>Resist Disease</i>	Ab	Shield	T	467	53	<i>Annul Magic</i>	Ab	Ench/Ill	T	411
34	<i>Root</i>	Al	Earth	T	470	53	<i>Convergence</i>	Al	Heal	T	423
34	<i>Steelskin</i>	Ab	Shield	Y	483	53	<i>Enstill</i>	Al	Earth	T	434
34	<i>Surge of Enfeeblement</i>	Al	Debuff	O	487	53	<i>Minion of Shadows</i>	Cn	Summon	S	459
34	<i>Venom of the Snake</i>	Cn	Poison	T	493	54	<i>Deflux</i>	Al	Fr/Dth	T	426
39	<i>Augment Death</i>	Al	Buff	T	411	54	<i>Shadowbond</i>	Al	Heal	T	474
39	<i>Counteract Disease</i>	Al	Heal	T	423	54	<i>Shield of the Magi</i>	Ab	Shield	Y	475
39	<i>Drain Spirit</i>	Al	Fr/Dth	T	428	54	<i>Thrall of Bones</i>	Al	Mind Ctl	T	490
39	<i>Expel Undead</i>	Ev	Harm	T	435	55	<i>Chill Bones</i>	Ev	Ice/Cold	T	420
39	<i>Malignant Dead</i>	Cn	Summon	S	457	55	<i>Infusion</i>	Al	Ment Str	Y	451
39	<i>Nullify Magic</i>	Ab	Ench/Ill	T	461	55	<i>Levant</i>	Al	Teleport	Y	455
39	<i>Scent of Darkness</i>	Al	Air/Wthr	T	471	55	<i>Skin of the Shadow</i>	Al	Vision	Y	479
39	<i>Scourge</i>	Cn	Disease	T	472	56	<i>Cessation of Cor</i>	Al	Debuff	T	419
39	<i>Summon Corpse</i>	Cn	Summon	S	485	56	<i>Sedulous Subversion</i>	Al	Ment Str	T	472
39	<i>Word of Souls</i>	Ev	Harm	O	497	56	<i>Servent of Bones</i>	Cn	Summon	S	473
44	<i>Arch Shielding</i>	Ab	Shield	Y	411	56	<i>Trepidation</i>	Al	Fr/Dth	T	492
44	<i>Asystole</i>	Al	Debuff	T	411	57	<i>Conjure Corpse</i>	Cn	Summon	S	423
44	<i>Cackling Bones</i>	Cn	Summon	S	416	57	<i>Exile Undead</i>	Ev	Harm	T	435
44	<i>Covetous Subversion</i>	Al	Ment Str	T	424	57	<i>Vexing Mordinia</i>	Al	Fr/Dth	T	493
44	<i>Dead Man Floating</i>	Ab	Fr/Dth	T	426	58	<i>Immobilize</i>	Al	Earth	T	450
44	<i>Diamondskin</i>	Ab	Shield	Y	426	58	<i>Pyrocruror</i>	Al	Harm	T	464
44	<i>Ignite Bones</i>	Ev	Fire/Ht	A	447	58	<i>Quivering Veil of Xarn</i>	Ab	Shield	Y	465
44	<i>Pact of Shadow</i>	Al	Heal	T	462	59	<i>Devouring Darkness</i>	Cn	Harm	T	426
49	<i>Banish Undead</i>	Ev	Harm	T	412	59	<i>Emissary of Thule</i>	Cn	Summon	S	431
49	<i>Bond of Death</i>	Al	Fr/Dth	T	414	59	<i>Touch of Night</i>	Al	Fr/Dth	T	491
49	<i>Cajole Undead</i>	Al	Mind Ctl	T	416	60	<i>Banishment</i>				
49	<i>Cascading Darkness</i>	Cn	Harm	T	418		<i>of Shadows</i>	Ev	Harm	T	412
49	<i>Drain Soul</i>	Al	Fr/Dth	T	428	60	<i>Demi Lich</i>	Al	Fr/Dth	Y	426
49	<i>Ignite Blood</i>	Al	Harm	T	447	60	<i>Enslave Death</i>	Al	Mind Ctl	T	433
						60	<i>Trucidation</i>	Al	Fr/Dth	T	492

Player Characters: Necromancer

Necromancer you will still run into those who despise your profession. The drawback to the Erudites is that they have poor night vision, although by mid levels their various sight-enhancing spells can remedy that problem. Erudite Necromancers are also extremely limited in their choice of hunting grounds until level 8.

Gnome. The Gnomes lack the high Intelligence that the Erudites have, but their increased Dexterity and Agility almost make up for it. Gnomes like to reside in caves and holes in mountains, and as such have the ability to see in the dark. The only drawback to the Gnomes being Necromancers is that while they are normally racially accepted, most vendors still will not sell to or buy from them due to their vocation.

Human. The Humans are the most racially accepted in Norrath, and they make decent Necromancers. They are merely average in all their statistics, and that is their greatest drawback. They lack the Intelligence that other classes have. This is only really a problem in the early levels, due to the fact that as you gain levels you will be able to acquire items to raise your Intelligence and Dexterity. Their other downfall is that Humans have no night vision, but again there are sight-enhancing spells, so this is really not a problem once they achieve a high enough level to cast them.

Iksar. The Iksar are a good race for a Necromancer in two ways – they have good Dexterity and natural damage absorption. They also have the racial advantages of infravision, better hit point regeneration, and Foraging and Swimming, and the other Iksar don't hate them (a common problem for

other Necromancers). On the downside, they have lower Intelligence, as well as being hated everywhere on Norrath. There is not one other race that likes the Iksar, and that will make it very difficult to travel the world, and impossible (outside the Iksar's own lands) until level 8. On the plus side, the continent of Kunark has enough variety that an Iksar Necromancer could work his way to high levels without ever straying far from home.

Tactics

Solo

Necromancers are the most lethal of all solo characters. Regardless of zone, dungeon, town, outdoor, indoor or no door, this class can handle the heat.

With both *Feign Death* (level 16) and *Harmshield* (level 20), they are the only class with 2 get-out-of-death-free cards, not to mention the power of *Gate*, *Shadowstep*, speed-reducing spells, *Fear* and *Screaming Terror*.

Experienced Necromancers, even solo, should not die very often. If you do, many times it will be the result of a failed skill, a fizzled spell, or a misjudged distance or creature.

Necromancers can do every form of soloing except brute force, which you have no reason to do except at the earliest levels, before your pets become skeletal powerhouses.

It is not uncommon to find Necromancers who haven't touched a creature with melee past level 12. Use any of the basic or advanced soloing techniques, including the rare undead charm spells à la the Enchanters – all will work well with Necromancers.

Group

Necromancers can summon skeletons as their pets — the higher your level, the stronger the skeleton. When playing in a group, you should never be without your pet, since it's a tough melee fighter, and a big help in a fight.

Necromancers are the masters of Damage over Time spells. However, it is important to remember not to stack all of your DoT spells on the NPC at once, since if you do this the NPC will decide it really wants to kill you, and be very hard to taunt away.

Use your Lifetap spells any time you've taken damage. You can't ask for better than a spell that does damage to the NPC as well as give HP back to you. At higher levels, there are more powerful spells in the Lifetap category.

Disease spells can be used to negate an opponent's ability to regain hit points, so these spells should usually be cast early in a fight.

Tips

Carry a big stick. A good weapon makes a big difference until you go pure spellcaster.

Faction. Know who your NPC friends are, and don't kill anything that will ruin your faction with them. For instance, if you've got a good thing going with the Ogres at Oggok, don't kick up dirt in their neck of the woods.

Kiting. Necromancers are good at Kiting, especially **Reverse-Kiting** (p. 235). Also check out **Root and Direct Damage** (p. 234).

DoT. Damage over Time spells are always useful, if you've got the time and mana to spend on it during battle. Your pet will almost always be your main damage-dealer.

Courtesy. Don't cast *Fear* on a creature when it would endanger nearby people. If it needs to be lured to a safe place before Kiting, then lure it. (Even if your character is a hard-as-nails baddie who doesn't care about anyone's safety, you should be careful. Be creative, and you can come up with a reason why your Necro would kill in privacy.)

If you're not going to actively kill the mob, casting *Fear* on it in a dungeon is bound to have the fear wear off and bring its friends to everyone near you. If you *are* actively killing the mob, it won't care about the people near it when the fear wears off, especially if you have a pet beating on it. As far as casting *Fear* on a mob in a group, make sure the group is prepared for it before you use it as a tactic, and always try to have a darkness spell (or something similar) cast on it first. The slow, feared mob will give your group free hits.

Unloved. Necromancers are not welcome in most cities. Accept that fact, because it's going to be true for your entire career.

Paineel. Erudite Necromancers start off in Paineel. That's good news and bad news. The good news is that it's easy for newbies to level up in Paineel. There are plenty of creatures in the newbie garden and lots of quests in the city, and tons of time to build up skills and cash. The bad news is that any quests will really lower faction with the rest of the Erudites ... eventually it will be hard to sneak (with dignity) off the island.

Leering Corpse. Use a pet as soon as you can (level 4). Lower-level pets aren't much use, really, but you get more practice with the spell, so it's worth it.

Get the best. Especially at lower levels, if component aren't a concern, keep summoning

Player Characters: Necromancer

pets until you get the best one for your level. You can judge the strength of a pet by noting how much it hits for.

Or don't. A few Necromancers rely entirely on spells, and never use a pet. It can be done — and you get more experience points per battle — it's just much, much harder.

Soloing. Necromancers are excellent soloists — though there are many places where they aren't welcome. Magicians will often sell food and drink. Also, newbies are useful for buying you things in the city — for the right price.

Be a joiner. Necromancers are better soloists than almost any other class ... but soloing up to 60 can be mind-numbingly boring and repetitive. Keep the enjoyment factor in mind, and join a group at least occasionally.

Thank a tank. Lower-level critter-crunching goes faster and easier if you can find a tank to join you. Necros are much more vulnerable at lower levels than most others, and it's nice to have someone there when the mana runs out. Once you get high enough to summon a pet that's actually useful, you won't need the tank backup anymore.

Necro-buddies. Fighting with another Necromancer means less experience per creature, but also means twice the spells. Note that two Necromancers cannot have the same DoT cast on the same mob — they won't stack. Two Necros almost never have to zone to escape a rogue creature.

When grouping with another Necromancer, it's especially vital to communicate what you're about to do.

Focus items. Necromancers have a focus item, but unlike the Magician's items, they have to “borrow” it from Innoruuk himself!

DoT or not. Some Necromancer spells will stack. However, if the effect of the spell is not improved by accumulation — such as a paralyzing spell, where the mob is either paralyzed or it's not — it can be a waste of time to cast it again, especially since you are notified when the first spell wears off. The darkness line of DoT spells are just about the only ones you would want to re-cast when one is already on a mob. It's better to make sure that the mob stays slowed then to have to scramble to cast another spell while it tries to turn you into applesauce.

No Fear. Don't use fear spells in small places like dungeons. Spells like *Shock of Poison* or *Venom of the Snake* are safer for all concerned ... that and sending in your pet, of course.

Specialization

Note: Also see **Specialization**, page 236.

Most Necromancers choose among three specializations: Alteration (the most prevalent choice, with spells such as *Heat Blood* and *Siphon Life*), Conjunction (spells like *Clinging Darkness* and *Shock of Poison*), and — less often — Evocation (most things having to do with the dead). By the time you get to the point where you can specialize, you'll know which spells you favor.



Paladin

by Samuel Varian

The Paladin of Norrath are champions of their patron deity, and heroes of all that is good and just; the very image of a knight (by which name they are often called). A Paladin's duty is to fight the forces of darkness at all costs, and to assist those who are too weak to defend themselves. The good people of Norrath will always welcome a Paladin to their homes and stores, often giving the knight a cheaper price on their wares than is offered to adventurers of other classes. Many are the Paladin's enemies, however. Foul perversions of darkness will stop at nothing to see him ripped limb from limb. Only if a Paladin places his trust in his god, his sword and his friends can he overcome.

Paladins are part Warrior, part Cleric. They possess skills of both, but are masters of neither. Most people consider a Paladin more Warrior than Cleric, and for good reason. A knight can take blows from a monster and fight back with his sword from level 1. All but one of his spells, however, are gained only after he reaches the level 9.

The only spell a Paladin can use before level 9 is a special ability, unique to the Paladin class. They can *Lay on Hands*, which will almost completely heal a person of similar level to the Paladin. This can only be used once a day, but saves the life of many a friend or stranger who would otherwise surely die. *Lay on Hands* is used throughout the life of a Paladin, even at level 60! Rest assured that this is a worthy ability.

When a Paladin does get the use of his first spells, which are also healing in nature, he can become an even more valuable asset to a group by helping to ease the strain on the group healer during downtime. It is rare, however, that a Paladin stops fighting mid-battle to use his spells, because they are much weaker in power than a healer's of the same level. In fact, many are discouraged from being a Paladin because they consider the spells a Paladin can cast too inferior to be of any use. Making full use of a Paladin's limited magical repertoire is simply a matter of knowing when to do what. For example, using the paltry *Minor Healing* several times to heal a caster who has attracted the attention of a monster can save an entire party at a crucial juncture.

Paladin Skills

- 1 1H Blunt
- 1 1H Slashing
- 1 2H Blunt
- 1 2H Slashing
- 1 Alcohol Tolerance
- 1 Archery
- 1 Baking
- 1 Begging
- 1 Bind Wound
- 1 Blacksmithing
- 1 Brewing
- 1 Defense
- 1 Fishing
- 1 Fletching
- 1 Hand to Hand
- 1 Jewelry Making
- 1 Offense
- 1 Pottery
- 1 Sense Direction
- 1 Swimming
- 1 Tailoring
- 1 Taunt
- 6 Bash
- 9 Abjuration
- 9 Alteration
- 9 Channeling
- 9 Conjuraton
- 9 Divination
- 9 Evocation
- 10 Dodge
- 12 Meditate
- 17 Parry
- 20 Double Attack
- 30 Riposte
- 40 Disarm

Player Characters: Paladin

Paladin Starting Attributes

Paladin	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Dwarf</i>	100	95	70	90	88	60	55	20
<i>Erudite</i>	70	75	70	70	88	107	80	20
<i>Half Elf</i>	80	75	90	85	65	75	85	20
<i>High Elf</i>	65	70	85	70	100	92	90	20
<i>Human</i>	85	80	75	75	80	75	85	20

One of the easier classes to play, the Paladin's life is simple and straightforward at the lower levels. She taunts the monsters off of the weaker classes in a group, while attempting to damage the monsters with her weapon.

The life of a Paladin may sound glamorous, but keep in mind a few things. Once spells are learned, the Paladin sometimes needs to sit and rest to regain his mana. After level 12, a Paladin can learn to Meditate. Although this regains his mana faster, he must sit and stare at his spellbook. This means he cannot be used to pull monsters while meditating. A Paladin gets all of his spells from the Cleric class, but does not get all of the Cleric spells. The only offensive spells a Paladin can use for most of his life are only effective against undead. A Paladin can never summon food and water. Being mainly a melee class, he will never be able to Bind himself; a Paladin is limited to getting a bind in select zones (usually city zones). Healing and buffing spells are in a Paladin's spell-book, but anything he can use is vastly inferior to a Cleric's spells at the same level. For example, the spells a Paladin can buy at level 9 are all level 1 and 4 Cleric spells. This is a drawback, indeed.

If your ideal class is primarily a healer, then do not be a Paladin. If you are overly concerned with leveling up quickly, then do not be a Paladin. If you have ever wanted to be a knight in shining armor, quest diligently for powerful weapons, be a hero to the people, or fight against all that is evil, march forward proudly as a Paladin.

Attributes

Strength. This affects how much damage you can do in battle, and how much you can carry. Since most of the plate armor a Paladin can wear is heavy, and he is mainly a fighter, it is a good idea to have high Strength — at least 85.

Stamina. How much damage you can endure is summed up in Stamina. As a tank, you will be taunting all those mean monsters to attack you. Therefore, it's a good idea to have high Stamina.

Charisma. A mix of beauty and charm, but not that important to a knight. Paladins are naturally charismatic, being the saviors of the people. It helps with prices, but is not crucial for a Paladin.

Agility. It's good to have an Agility of at least 75.

Wisdom. The gods grant you spells, but you need Wisdom to cast them. Any points left over should go into Wisdom for mana

accumulation. Yes, Paladins are at heart just "wade in and kill it" fighters, but once you get high enough to get the good spells, you're going to want to use them.

Paladin Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	Lay on Hands	-	Heal	T	453	39	Counteract Poison	Al	Heal	T	424
9	Courage	Ab	Shield	T	424	39	Daring	Ab	Shield	T	425
9	Cure Poison	Al	Heal	T	425	39	Endure Disease	Ab	Shield	T	432
9	Flash of Light	Dv	Vision	T	439	39	Greater Healing	Al	Heal	T	443
9	Minor Healing	Al	Heal	T	459	39	Symbol of Ryltan	Ab	Shield	T	488
9	Spook the Dead	Al	Fr/Dth	T	482	39	Yaulp II	Ab	Buff	Y	498
9	True North	Dv	Vision	Y	492	49	Calm	Al	Mind Ctl	T	417
9	Yaulp	Ab	Buff	Y	497	49	Dismiss Undead	Ev	Harm	T	427
15	Cure Disease	Al	Heal	T	425	49	Divine Might	Al	Harm	Y	428
15	Hammer of Wrath	Cn	Summon	S	444	49	Guard	Ab	Shield	T	443
15	Holy Armor	Ab	Shield	T	446	49	Holy Might	Ev	Mind Ctl	T	446
15	Light Healing	Al	Heal	T	456	49	Revive	Al	Heal	T	468
15	Lull	Al	Mind Ctl	T	457	49	Symbol of Pinzarn	Ab	Shield	T	487
15	Sense the Dead	Dv	Vision	Y	473	49	Valor	Ab	Shield	T	493
15	Ward Undead	Ev	Harm	T	494	51	Pacify	Al	Mind Ctl	T	462
22	Center	Ab	Shield	T	419	52	Force	Ev	Mind Ctl	T	439
22	Endure Poison	Ab	Shield	T	432	52	Frenzied Strength	Al	Buff	T	440
22	Halo of Light	Cn	Vision	Y	444	53	Armor of Faith	Ab	Shield	T	411
22	Invigor	Al	Spd/Trvl	T	452	54	Enstill	Al	Earth	T	434
22	Invisibility versus Undead	Dv	Vision	T	452	54	Expel Undead	Ev	Harm	T	435
22	Reckless Strength	Al	Buff	T	466	54	Hammer of Requitall	Cn	Summon	S	444
22	Root	Al	Earth	T	470	55	Divine Aura	Ab	Shield	Y	428
30	Expulse Undead	Ev	Harm	T	435	55	Divine Favor	Ab	Shield	T	428
30	Hammer of Striking	Cn	Summon	S	444	56	Counteract Disease	Al	Heal	T	423
30	Healing	Al	Heal	T	445	56	Yaulp III	Ab	Buff	Y	498
30	Soothe	Al	Mind Ctl	T	479	57	Superior Healing	Al	Heal	T	487
30	Spirit Armor	Ab	Shield	T	480	58	Nullify Magic	Ab	Ench/Ill	T	461
30	Stun	Ev	Mind Ctl	T	484	58	Symbol of Naltron	Ab	Shield	T	487
30	Symbol of Transal	Ab	Shield	T	488	59	Resurrection	Al	Heal	T	468
39	Cancel Magic	Ab	Ench/Ill	T	417	60	Resolution	Ab	Shield	T	468
						60	Shield of Words	Ab	Shield	T	475

Player Characters: Paladin

Races

Dwarf. Considered by many to be the “best” race for Paladin, they do have a high Strength and Stamina, as well as an above-average Wisdom. They have horrible Charisma and everything is more expensive for them when bought from NPC merchants. On the plus side, they have infravision from all that time spent in caves, and a high Sense Heading skill at the start.

Erudite. An Erudite Paladin has no real advantages over the other racial choices. You have low Strength and Stamina, a Wisdom a bit above average, and poor night vision. Your newbie zone is very difficult, as it is a forest that can get quite dark at night. You are close to Qeynos, however, which is an excellent area for newbies, and could just ride the boat to get there.

Half Elf. A Half Elf Paladin has average Strength and Stamina, but low Wisdom. This a great choice for newbies, as you have decent stats (if some investment is made in additional Wisdom) and are blessed with infravision like the Dwarves and High Elves. Also, you can start in Qeynos and Freeport, good newbie areas.

High Elf. High Elves have the highest starting Wisdom of all Paladin races, but pay for this with their lack of Strength and Stamina. A full suit of plate would bring you very close to your encumbrance limit, and therefore you need most of your points to go into Strength. You also have infravision, which is always useful.

Human. Humans have average stats and poor night vision. While you are accepted by most races in Norrath, and look pretty good in your armor, you are still only an average

Paladin (until the higher levels, when you can receive items that enhance your stats, which makes you much more effective).

Tactics

Solo

Paladins are the opposite of Shadow Knights in many ways, and are designed to survive attacks better than the other melee classes and hybrids. You not only have high hit points, you can also heal yourself when necessary. Thus you can defy death over and over to continue your crusade against your chosen target.

Often going up against undead is a much better choice for soloing with a Paladin, because of the Direct Damage spells (some specifically anti-undead) given to you by your god.

Group

Paladins are a hybrid class — a cross between a melee fighter and caster. As a tank, it's your responsibility to make use of the Taunt skill to attract the attention of opponents to you.

When fighting one-handed and using a shield, you need to keep an eye open for NPCs casting spells. Whenever the NPC tries to cast, use your Bash skill to interrupt the NPC's casting.

Paladins are in some ways like Clerics. You can use combat spells, spells to renew hit points, and spells to buff the AC of your party, although they will always be of lesser effectiveness than the spells of a Cleric of similar level.

Paladins also should make use of the stun line of spells. A stunned opponent is unable to attack, and stunned casters have their casting interrupted. *Flash of Light* both blinds and debuffs.

Paladins also get heal spells, and at times will be called on to heal others during combat. Frankly, this should always be the last resort, since you are not a very efficient healer.

Finally, the Paladin has the innate ability to *Lay on Hands* once per day. With *Laying on Hands*, you can sometimes completely heal yourself or a party member. This can be invaluable in matters of life and death.

Tips

Weapon skills. At lower levels, use Bash and One-Handed Slash. The shorter delay of these skills is valuable until you get to higher levels.

Slice or smash. Most Paladins will have a preference for either slashing or blunt weapons. (Most by far prefer the edged weapons.) When you begin, allocate skill points to one or the other, instead of dividing them between the two. (After level 6, you should keep all four basic weapon skills honed to their max levels.) Generally speaking, edged weapons have a shorter delay than equivalent blunt weapons.

Hammer of Wrath. Some Paladins prefer the One-Handed Blunt skill because even death won't disarm them. Paladins get *Hammer of Wrath* early on (relatively), but that doesn't mean it's particularly useful ... unless you've practiced One-Handed Blunt. Of course, by the time you get to level 15 and *HoW*, you've probably already got a weapon you like, and may be saving for one that's better than a hammer, even one that's a gift from your god.

Still, it's nice to always have a weapon you can use in event of an emergency.

Use both hands. At higher levels, you can benefit from the higher damage of a two-handed slashing weapon. However, as long as you use a one-handed weapon, you can use a shield (useful) and Bash with it (even more useful). So keep in mind when deciding whether to wield your one-handed weapon — are you more comfortable with a shield or with a more powerful weapon?

Join. Paladins usually do better in groups than as soloists. You can solo, and solo well, but the higher you get, the harder it gets. By around level 40, most Paladins either give up soloing or they give up their character.

Adapt. Paladins do a lot of things well, without really specializing in any one thing. What you should do in a group is fit your actions to the needs of that particular group.

Paladins do two things particularly well — tanking and healing. With a few buffs, you can wade in and wreak havoc with the best of them. Or you can hold back, protect the magic-users and heal up anyone teetering on death's doorstep. Paladins are good after-combat healers, especially healing the lower hit-point casters.

No undead. Combat against undead? Paladin is the fighter-cleric for you!

Caster companion. Paladins are popular partners with casters, especially casters who can deal out direct damage. You're a wonderful tank, and make an excellent taunter to keep the enemy off the caster — with your AC you don't have to worry about taking a couple of shots to the chin. You also have heal spells for mid-battle recuperation.

Player Characters: Ranger



Ranger

by Nathan Smith

Rangers are well known as the “great outdoorsmen” of Norrath. Being 3/4 Warrior and 1/4 Druid, they possess the ability to cast spells and fight head-to-head with whoever crosses their path. Rangers come with a wide variety of skills and spells that make them a very self-sufficient class. They Forage their own food and water, they use their Tracking to find or avoid danger (whichever is more appropriate at the time), and once they hit level 9 their Druidic side comes forth and they are granted spells. Their spells include many utility spells, which make them even more self-sufficient. They can heal and buff themselves during downtime, and use their offensive and defensive magic to aid in defeating their opponents.

A Ranger’s mind, body and soul are in tune with Mother Nature, and they may choose either to become a child of Tunare or a follower of the Rainkeeper, Karana. It is their sole duty to preserve and protect the wilderness. Animals of peace will not attack Rangers (except for the occasional frenzied lion that wonders by). Rangers can spend extended amounts of time in the wilderness, and are only briefly seen in towns. They know the lands of Norrath like the back of their hands, and travelers can always rely on a Ranger to know which way to head if they get lost.

Although many melee classes can use a bow, Rangers truly stands out as the most talented in archery. Although their judgement and accuracy with a bow are unsurpassed, they usually prefer to take on their foes up close and personal. Hand to Hand is a Ranger’s primary form of combat, followed by her trusty bow, which she uses to distract, pull and take down escaping foes. Most Rangers take on the trade skill of Blacksmithing, to craft their own armor, but their most popular and useful trade is Fletching, which enables them to carve their own bows and arrows, crafting items more powerful and accurate than anything they could buy at a market.

Rangers make excellent pullers for groups. With the combination of Tracking, *Harmony*, *Snare* and their bow, they

Ranger Skills

1	1H Blunt
1	1H Slashing
1	2H Blunt
1	2H Slashing
1	Alcohol Tolerance
1	Archery
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Defense
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
1	Taunt
1	Throwing
1	Track
3	Forage
5	Kick
8	Dodge
9	Abjuration
9	Alteration
9	Channeling
9	Conjuration
9	Divination
9	Evocation
10	Sneak
12	Meditate
17	Dual Wield
18	Parry
20	Double Attack
22	Instill Doubt
25	Hide
35	Disarm
35	Riposte

can pull exactly what they intend to. They can find the mobs that will give their group the best experience or loot, and maybe even that rare spawn that holds a unique item ... if it's out there, a Ranger will know before anyone else. When the group is resting, Rangers use their keen senses to scout for any danger that might compromise the safety of their party. Rangers make good tanks in groups, especially by the time they've accumulated a slew of useful skills and spells — Dual Wield and Double Attack, along with a combination of stat and armor buffs (especially their damage shields).

Being a hybrid class, Rangers are limited on both ends when it comes to fighting and spellcasting. Although they make good tanks, Rangers will not have as much armor class and hit points as a Warrior, and are also limited in what armor and weapons they can use. At lower levels most Rangers will use a sword and shield or a two-handed slash weapon, whichever they prefer. Rangers can also wear hand-made banded armor, which will last them until they can obtain better equipment at higher levels. Rangers get spells much later than Druids, and also have a smaller mana pool, so they can't rely too much on spells. They will run dry of mana far before a Druid ever would.

Attributes

As a hybrid class, most attributes are directly useful to the Ranger in some way. As melee fighters, **Strength** and **Dexterity** are the stats that most will concentrate on raising first, followed by **Agility**, **Wisdom**, **Intelligence** and **Charisma** (however, racial choice can alter these priorities — see below).

As you advance, you will come across spells, armor and weapons that will further boost your stats, so take comfort in the fact that no matter what you choose, your stats will never be carved in stone.

Races

Half Elf. These half Human/half Elf adventurers have the best of both worlds, plus the advantage of starting in the quiet passage of Surefall or the energetic city of Kelethin. Half Elves seem to hold the middle ground in most stats, including having the highest Dexterity in this class. With their lack of Wisdom, many choose to boost this stat first, then distribute their remaining points into other attributes.

Human. Humans start in one of the most best kept secrets of Norrath ... Surefall Glade. In this hidden sanctuary, a young Ranger can find everything he needs.

Ranger Starting Attributes

Ranger	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Half Elf</i>	75	80	100	85	65	75	75	20
<i>Human</i>	80	85	85	75	80	75	75	20
<i>Wood Elf</i>	70	75	105	80	85	75	75	20

Player Characters: Ranger

Ranger Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
9	<i>Endure Fire</i>	Ab	Shield	T	432	39	<i>Careless Lightning</i>	Ev	Air/Wthr	T	418
9	<i>Flame Lick</i>	Ev	Fire/Ht	T	439	39	<i>Dismiss Summoned</i>	Ev	Harm	T	427
9	<i>Glimpse</i>	Dv	Vision	Y	442	39	<i>Healing</i>	Al	Heal	T	445
9	<i>Lull Animal</i>	Al	Mind Ctl	T	457	39	<i>Levitate</i>	Al	Air/Wthr	T	455
9	<i>Minor Healing</i>	Al	Heal	T	459	39	<i>Skin like Steel</i>	Ab	Shield	T	479
9	<i>Skin like Wood</i>	Ab	Shield	T	479	39	<i>Spirit of Wolf</i>	Al	Spd/Trvl	T	481
9	<i>Snare</i>	Al	Spd/Trvl	T	479	49	<i>Bramblecoat</i>	Ab	Shield	Y	414
15	<i>Burst of Fire</i>	Ev	Fire/Ht	T	416	49	<i>Call of Flame</i>	Ev	Fire/Ht	T	416
15	<i>Camouflage</i>	Dv	Vision	T	417	49	<i>Ensnaring Roots</i>	Al	Plant	T	433
15	<i>Cure Poison</i>	Al	Heal	T	425	49	<i>Immolate</i>	Ev	Fire/Ht	T	450
15	<i>Dance of the Fireflies</i>	Cn	Vision	Y	425	49	<i>Resist Fire</i>	Ab	Shield	T	467
15	<i>Feet like Cat</i>	Al	Buff	T	437	49	<i>Shield of Brambles</i>	Ab	Plant	T	475
15	<i>Grasping Roots</i>	Al	Plant	T	442	49	<i>Superior Camouflage</i>	Dv	Vision	T	487
15	<i>Invoke Lightning</i>	Ev	Air/Wthr	A	452	49	<i>Wolf Form</i>	Al	Shape	Y	496
15	<i>Thistlecoat</i>	Ab	Shield	Y	490	51	<i>Ensnare</i>	Al	Spd/Trvl	T	433
22	<i>Bind Sight</i>	Dv	Vision	T	413	52	<i>Extinguish Fatigue</i>	Al	Spd/Trvl	T	435
22	<i>Enduring Breath</i>	Al	Water	T	433	52	<i>Firestrike</i>	Ev	Fire/Ht	T	438
22	<i>Harmony</i>	Ab	Mind Ctl	A	444	53	<i>Storm Strength</i>	Al	Buff	T	483
22	<i>Ignite</i>	Ev	Fire/Ht	T	447	54	<i>Drones of Doom</i>	Cn	Shape	T	429
22	<i>Light Healing</i>	Al	Heal	T	456	54	<i>Skin like Diamond</i>	Ab	Shield	T	478
22	<i>Skin like Rock</i>	Ab	Shield	T	479	55	<i>Chloroplast</i>	Al	Heal	T	420
22	<i>Ward Summoned</i>	Ev	Harm	T	494	55	<i>Jolt</i>	Al	Mind Ctl	T	453
30	<i>Barbcoat</i>	Ab	Shield	Y	412	56	<i>Chill Sight</i>	Dv	Vision	Y	420
30	<i>Cancel Magic</i>	Ab	Ench/Ill	T	417	56	<i>Greater Wolf Form</i>	Al	Shape	Y	443
30	<i>Eyes of the Cat</i>	Dv	Vision	Y	436	57	<i>Greater Healing</i>	Al	Heal	T	443
30	<i>Invigor</i>	Al	Spd/Trvl	T	452	58	<i>Nullify Magic</i>	Ab	Ench/Ill	T	461
30	<i>Shield of Thistles</i>	Ab	Plant	T	475	58	<i>Shield of Spikes</i>	Ab	Plant	T	475
30	<i>Stinging Swarm</i>	Cn	Shape	T	483	59	<i>Calefaction</i>	Ev	Fire/Ht	T	416
30	<i>Strength of Earth</i>	Al	Buff	T	483	60	<i>Enveloping Roots</i>	Al	Plant	T	434
39	<i>Calm Animal</i>	Al	Mind Ctl	T	417	60	<i>Thorncoat</i>	Ab	Shield	Y	490

Humans start with the highest Strength and Stamina, but their Dexterity is below the other races. Humans are not blessed with infravision, so traveling at night can represent a challenge. On the other hand, higher-level spells like *Eyes of the Cat* can grant them (and others) this benefit.

Wood Elf. Wood Elves are a very popular choice for Rangers, due to the fact that they have great starting stats and Forage skill, plus an innate resistance to fire and cold. Their deficiencies in Strength and Stamina are more than made up for by their high Agility and Wisdom. Being the lowest in Strength, many people choose to distribute a lot of points into this stat.

The breathtaking treetop city of Kelethin is the home of the Wood Elves, and below the city is a large newbie zone, currently occupied by their hated foes, the Crushbone Orcs.

Tactics

Solo

Rangers are suited not only to overpowering tactics, but can also use some of the Root and Direct Damage tactics at higher levels.

You are a master of archery, and can hit for damage at a distance from a rooted mob, or use arrows to Kite a mob without use of much mana.

You should familiarize yourself with your surroundings and use outdoor areas to your advantage.

Group

Rangers receive Druid spells as well as some spells unique to their class. Druid-type spells can buff your party's Strength and Agility. At later levels, you have access to heal spells, though like Paladins, you should only be called on to heal in combat as a last resort. You eventually get the ability to cast *Spirit of Wolf*. This spell increases movement rate and is highly sought by most adventurers of Norrath. SoW can be useful when fighting in outdoor areas, as it will allow your group to run for the zone boundary should an NPC prove too strong for them.

During fights, you should always make use of the snare line of spells. By casting *Snare* on an opponent you can prevent it from running away and getting help from other NPCs, thus

drastically cutting down the number of trains your party has to tackle.

However, you should be cautious about using your DD and DoT spells, like *Snare* and *Flamelick*. These spells damage your opponents and help taunt creatures away from pure casters in your group; this is often a good thing, but be aware that you aren't built to take hits like tanks. The more damage you do, the harder it will be for a tank to taunt the creature away from you. Remember, when taunting, you also need to be careful to let the other fighters in the group taunt the monster off you — this spreads out the damage. Occasionally, this will require you to stop taunting and even stop attacking for a short while. This is especially true at high levels, when the monsters can easily kill you faster than a Cleric can heal you.

Bottom line: protect your groups' casters, but don't overdo it — you may need protection yourself, from your tanks.

Tips

Dress nicely. Rangers can use most of the better weapons and armor. Banded remains a respectable choice into the upper 20s.

Skill point allocation can go two ways:

Go wide. There are so many useful skills available to a Ranger (depending on what you plan to do) that many people simply allocate one skill point to each skill as it becomes available.

Go deep. Since a Ranger is primarily a melee class, another good idea is to max out all your weapon skills. Of course, coins will often have to be spent on good weapons.

Player Characters: Ranger

Go for double damage. When Dual Wield is available, practice it by having a dirk or dagger in one hand, and a sword (or some other weapon) in the other. The weapon with the shortest delay should be in your left hand.

Equip yourself. Your initial weapon isn't very good (no one's ever is), so keep an eye on any auctions going on. Moreso than most other classes, you're only as good as your weapons.

Beware of planes. Rangers are great tanks in any non-planar situation. However, tanking on the planes will take some planning. Basically, you'll have to go all out on AC. Buffing your AC up as high as possible makes it survivable.

Cash. Money and experience are easier to come by in groups — especially at lower levels.

Ask a caster. Rangers are a melee class, so they partner well with casters; particularly Shamans and Druids, since both are nature-based classes. The Shaman's or Druid's buffs and the Ranger's *Snare* and attacks are quite a combination.

A Necromancer/Ranger alliance also works well, with the Ranger essentially performing the role of "pet." The Necromancer casts a darkness spell, followed by *Fear*, and the Ranger does the damage. This works out better for the Necromancer than using a pet, because the Ranger can recognize an emergency situation where the mob needs to be taunted away from the caster. The Ranger also does well by it, because not only does the Necromancer keep the target occupied, one way or another, but in a tough area can summon a pet for backup.

For Rangers who want to play the traditional bow-slinging fantasy Ranger, partnering with a Magician (for *Summon Arrows*) is a good thing. (Of course, there are those who point out that a well trained Ranger can do more damage in melee than with even an infinite supply of arrows.)

Track. Perhaps the most useful skill to have in most groups is the ability to locate (track) whichever kind of animal you're interested in. That way, everyone gets what they want: more experience points, more loot, and maybe that special item.

Pulling slowly. Rangers are good pullers. *Snare* followed by *Flame Lick* will have a creature following you back to camp ... angry but slow, just the way you like 'em.

Ye olde bow and arrow. At lower levels, before you get spells, the best way to pull creatures is to use Archery. It works like a charm, and if you learn Fletching it's not that expensive. You can usually find someone to sell you a bow at "discount" prices near the fletching supply places. Look for a higher-level Ranger — they're most likely to know how — and ask very nicely.

Snare. It's godlike. Use it.

Prime spells. Although a Ranger's spells are not as varied as the Bard's, being able to buff (*Skin like Diamond*, *Feet like Cat*), do direct damage (*Burst of Fire* and the lightning spells) and hide (*Camouflage*), as well your ability to cast *Enduring Breath* (that's waterbreathing, and very handy) and *Cure Poison* are all amazingly useful abilities.



Rogue

by John "Kendrick" Capozzi

You can look at the name "Rogue" one of two ways: Rogue means "scoundrel" — someone who cannot be trusted — but it also means someone (or something) different, unhindered by the rules that govern others. They're not quite the same thing, but they're close. Exactly how you play a Rogue is up to you.

Rogues would be the underdogs in the world of Norrath ... except that they're too sharp to fall into that category. They aren't strong, but they're quick and quiet and have a talent for the unexpected. Where a Warrior breaks down a door, a Rogue scales the wall or pries open a window. When a Paladin flourishes a sword and cries defiance at his enemies, a Rogue silently creeps up behind and slips a thin blade past the ribs and into the heart. Both are effective, but one is much more appropriate to the smaller character who can't bench press a packhorse.

Now, while you can play the Rogue as any type of personality you choose, be aware that the skills a Rogue accumulates as he or she lives and learns tend to be of a certain ... to put it politely ... practicality. A Rogue is part acrobat, part assassin, part thief and a whole lot of swashbuckler. A Rogue can swagger and strut, and then disappear into the shadows. The sheer flexibility of the class makes it a lot of fun for the moderately experienced player. First-time players may be frustrated by the lack of muscle or fireworks, since the Rogue is not ideal for a straightforward lifestyle.

In a party, the Rogue truly shines. She requires the assistance of other characters to realize her true combat potential, which is formidable.

In a group setting, no other melee class has the chance to deal as much damage in a given period of time, and with the support of a more traditional tank, they are able to avoid taking too much damage. They make excellent scouts, being inconspicuous enough to see without being

Rogue Skills

- 1 1H Blunt
- 1 1H Slashing
- 1 2H Blunt
- 1 Alcohol Tolerance
- 1 Archery
- 1 Baking
- 1 Begging
- 1 Bind Wound
- 1 Blacksmithing
- 1 Brewing
- 1 Defense
- 1 Fishing
- 1 Fletching
- 1 Hand to Hand
- 1 Jewelry Making
- 1 Offense
- 1 Piercing
- 1 Pottery
- 1 Sense Direction
- 1 Sneak
- 1 Swimming
- 1 Tailoring
- 1 Throwing
- 3 Hide
- 4 Dodge
- 6 Pick Lock
- 7 Pick Pockets
- 8 (Sense Traps)
- 10 Backstab
- 12 Parry
- 12 Safe Fall
- 13 Dual Wield
- 16 Double Attack
- 16 Tinkering (Gnome only)
- 18 Apply Poison
- 20 Make Poison
- 21 (Disarm Traps)
- 27 Disarm
- 30 Riposte

Disciplines

- 53 Counterattack
- 54 Deadeye
- 55 Nimble
- 57 Kinesthetics
- 58 Blinding Speed
- 59 Duelist

Player Characters: Rogue

seen. This same ability allows them to become quite adept at corpse recovery as well – they're often able to retrieve fallen comrades from the very feet of monsters.

Unlocking doors is also a forte of the Rogue class, and there will be many places you will adventure that require a Rogue to enter (and exit!). Just remember, although you have the ability to steal from creatures, when in a group this decreases the loot the party receives, and can make you quite unpopular if you abuse this ability.

Attributes

In developing a Rogue, think **Dexterity** (for better use of higher level weapons), a little extra **Strength** (for higher max damage, and loot-carrying ability), **Agility** (for not being hit) and maybe even **Charisma** (for better prices when fencing goods). Frail races should put a few extra points in **Stamina**. Your STR, DEX, AGI and STA should all be at least 75 ... any less, and survivability

takes a nose-dive. And always remember, there are magical items for further stat improvements.

Strength. Don't shirk on this prime statistic, as it helps determine how hard you can hit. Remember that for a Rogue, a hard hit translates into an even harder backstab. Besides, you'll need high Strength to carry all the loot you acquire!

Agility. Good Agility translates into better armor class, and reduced your chance to be hit.


Dexterity. Most of your prime Rogue skills are affected by this stat in one form or another, so it's well worth investing in Dexterity as well.

Races

Barbarian. Very strong, with surprising Agility despite their great bulk, Barbarians make excellent Rogues. Their large size also enables them to Slam, which can stun an

Rogue Starting Attributes

Rogue	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
Barbarian	103	95	92	80	70	60	55	30
Dark Elf	60	65	100	85	83	99	60	30
Dwarf	90	90	80	100	83	60	45	30
Gnome	60	70	95	95	67	98	60	30
Half Elf	70	70	100	95	60	75	75	30
Halfling	70	75	105	100	80	67	50	30
Human	75	75	85	85	75	75	75	30
Wood Elf	65	65	105	90	80	75	75	30



opponent, an ability not to be overlooked. The price of this superior physique is paid for with a slower rate of advancement, as well as a lack of night vision.

Dark Elf. Born to the night, Teir'dal Rogues have no peer at seeing in the dark. As a race they are also quite agile and dexterous, as well as being highly intelligent. Due to their secretive nature, Dark Elves are born with the ability to Sneak and Hide, which only gets better as the Rogue gains in level. Their smaller frames do not lend them great Strength, but being smart and nimble compensates a great deal. Being members of an evil race, they have the ability to travel to the other evil bastions of Grobb and Ogguk, but only with great effort can they persuade the light races to tolerate them as well.

Dwarf. Dwarves are well suited to the rigors of combat, being strong and sturdy, as well as possessing an innate ability to sense direction and see in the dark. In their home city of Kaladim, the members of the Rogues guild are more than tolerated; though stealing from other Dwarves is frowned upon. They are less nimble than any other Rogue race, though most Dwarves fail to find this much of a handicap.

Gnome. Small of stature, large of brain, these diminutive people often choose to follow the path of the Rogue, with very good results. The natural Gnomish inclination towards things mechanical provides a unique racial ability in the form of Tinkering, and being a subterranean race, they are gifted with infravision.

Halfling. Mention the word Rogue and many people instantly flash upon the image of a grinning Halfling, belt pouch full of gold and

a dagger close to hand. This race makes excellent Rogues, as they possess good Strength, Agility and Dexterity. They can Sneak and Hide at birth, can see in the dark, benefit from one of the best starting areas in the game, and advance very rapidly. The only downside? Big hairy feet!

Half Elf. Half Elves, the offspring of the not-uncommon union of Humans and Wood Elves, quite often find themselves outcast members of society, so many gravitate towards the unsavory (but rewarding!) life of the Rogue. Drawing from the best physical aspects of both their parent races, Half Elves can be quite strong, agile and dexterous, as well as physically appealing. Borrowing from their Wood Elven heritage, they can see well in the dark, and also have the widest range of starting cities of any race in the game. Freeport, Kelethin and Qeynos all have large Half Elven communities.

Human. As is often stated, Humans are the baseline to which all other races are compared. This means they have the widest range of options when choosing statistics, and no one statistic starts at a low level. They have no glaring disadvantages or disadvantages, though lack of night vision can be problematic in the earlier levels.

Wood Elf. Born to the forest, this arboreal race employs Rogues as scouts. As such, Scouts of Tunare are quite welcome and respected citizens of Kelethin. Sharing the ability of all Wood Elves to Forage for food, drawing on innate woods lore that allows them to Sneak and Hide from birth, and having eyes adapted for peering through the murky forests of Faydwer, Wood Elves can boast some very real advantages. On the downside, they are not known for great physical Strength or Stamina.

Tactics

Solo

Rogues do less damage compared to other pure melee classes at lower levels, but have increased abilities and skills in other areas that make them a joy to play.

Just remember that soloing a Rogue is difficult, and it takes a long time to level.

By using Hide, you step into shadows. By using Sneak, you stay hidden and creep up on your opponent. The idea is to inflict an extreme amount of damage at the start and hope to survive the rest of the fight. While this is still overpowering the target, there is a lot more skill involved in playing a Rogue.

If you have the ability to Apply Poison, do so for your initial attack. This way, you are backstabbing, inflicting a poison, and catching your target off guard. You're very good at disarming an opponent, so if your enemy has a weapon, take it.

And always keep your eye on an escape route just in case the fight goes sour.

Group

Rogues are excellent party members. You can do the most single-blow damage of any class in Norrath, and due to your ability to Sneak and Hide you make a good scout.

Don't be a target. You're a secondary melee fighter. You can't take a full assault ... but if a tank distracts the mob, your Backstab damage is phenomenal!

When in combat, always watch for

opportunities to Backstab, since the Backstab attack delivers much more damage than a regular attack. In fact, you should ask the rest of your group to fight away from you, to increase your Backstab opportunities.

When fighting NPC spellcasters, watch for the casting message, then circle behind the NPC and deliver a Backstab — NPCs cannot turn while casting spells. You get the ability to Disarm at level 27. Try to make use of this skill whenever possible, since a disarmed NPC does much less damage.

Tips

Attitude. First of all, it takes the right mindset. You should believe, deep down in your heart, that everything “acquired” from others is somehow owed to you. “That’ll teach them to goof off and not take care of their stuff.” It’s a conservation issue, really ... it’s not healthy for people to have more than they can handle.

Rogues aren't one of the “usual” classes ... they have extremely useful skills that most classes don't get. More than that, they've got attitude. It takes a flat-out stubborn person to play a Rogue. It's a matter of personal style ... and backstabbing like mad.

Go for the back. Get behind them whenever possible. No one can Backstab from the front.

Dual Wield. Use the fastest weapons available. When facing a caster, the goal is to interrupt the spell.



Stick with it. Eventually a Rogue gets to use “special” weapons that proc, plus a little poison on the ol’ blade never hurts

Pick the place. Against non-Rogue player-characters, duel or fight, whenever possible, in a place near a steep incline. Safe Fall down the slope and hope they tumble after. Falling can really leave folks vulnerable. (But this tactic won’t work with mobs — mobs never suffer falling damage.)

Tank ’em. Barbarians should Backstab ... and Slam!

Player vs. Player. Be sneaky and underhanded in duels. Success depends on getting behind the opponent. People who whine about a Rogue’s “moving too much” should be Backstabbed. People who don’t turn fast enough should be Backstabbed. Anyone who challenges a Rogue to a duel should definitely be Backstabbed.

Think. In a fight, you have to think more about tactics ... Sneak? Arrows or throwing knives? Evade and run? Backstab?

Coordinate. It’s very important that your group understands about staying on the far side of the enemy from you. If they don’t, don’t join that group again!

It’s not at all easy to backstab creatures, because they’re so fast at turning around. That’s why it’s so hard to solo, and why in a group it’s helpful if someone distracts the enemy while you slide your knife in between the fourth and fifth ribs (or whatever the mob has instead of ribs).

Evade. Evade works off of the Hide skill. The higher your skill in Hide, the better your chances to Evade. Hide is used out of combat

(avoiding trains, scouting with Hide and Sneak) while Evade is used in Combat, to get an attacker off you. But, you can’t train Evade — you just train Hide.

Evade is handy in groups, because it works like a “reverse taunt.” While the fighters are usually good at taunting the opponent, sometimes it just isn’t enough. Their taunts plus Evade usually get the mob off you and back onto the tank, where it belongs.

Pottery. Pottery gives you the vials you need to Make Poison.

Make poison. Poison is incredibly hard for a Rogue to make profitable. The necessary things are expensive and scattered all over Norrath. It’s great if friends help out, but otherwise, it’s just a very difficult hobby. Poison damage is based on the poison and your level, up to a specified max damage for each type of poison.

Pickpocket. Failing Pickpocket means unpleasant consequences will follow. Always have a Plan B ready.

Something useful —preferably against a blue mob — is to Sneak and Hide to get behind the monster, Backstab, Pickpocket ... and immediately Autoattack. Then when Pickpocket is available again, click off Autoattack, hit Pickpocket, and then Autoattack again as fast as possible. Use hotkeys!

Player Characters: Rogue

Rogue "Invisibility"

Why to Sneak and Hide. Sneak and Hide equals "invisible to the undead." If you're Sneaking and Hiding you can't run — it's pretty slow going, but it's worth it. Once you make level 20, this "invisibility" is pretty consistently successful. It breaks if you attack or if someone particularly clever spies you.

How to Sneak and Hide. The secret, when a Rogue is young and naïve — and prone to skill failure — is to Hide first. When you finally succeed (see **How do I know I'm Hidden?**, below), there's all the time in the world to try to Sneak until that succeeds as well. Sneaking first means you've only got one chance to Hide ... after that, Sneak has to be reapplied. Guess it's not so very sneaky to keep trying — and failing — to Hide!

When to Sneak and Hide. If you need out of combat quickly, Evade and run! Only at a safe distance should you try Sneak and Hide. It's incredibly useful for exploring (i.e., scouting spawns), especially to check for "surprise" mobs that might train with the pull. It's also great for pulling friends' corpses out of dangerous areas, as well as for just showing off a little. Rogues are the best at retrieving corpses, hands down.

If you're talented and prudent, you can sneak into towns that don't normally welcome you and do a little quiet business. Just be careful of anything that can see Invisible! Your best bet in all cases is to assume that everyone might see through it.

Remember. A lazy Rogue is a dead Rogue. A distracted Rogue is a dead Rogue. A hasty Rogue is a dead Rogue

Practice makes perfect. Backstab will improve much faster with a group ... and your goal is to get that skill as high as possible. Why with a group? Because the more creatures pulled, the more backstabbing opportunities there are.

How do I know I'm Hidden? /con something before you try to Hide. If it changes to "indifferent" you know you're hidden. Or if you're in a group of friends, they can tell you if you're hidden.

You can also find out by checking your inventory. If you can't see yourself in the window in the upper right corner, you're Hiding.

Safe Fall

An expert Safe Faller can jump off anything and feel no pain.

Safe Fall in the desert is a happy thing ... just be careful when leading, since other people can get hurt by the steep dunes.

Slow down. As long as you don't run, you can go down most inclines. Take it one step at a time.

Practice. Improve Safe Fall by finding a steep wall at the edge of a zone, and run up and down it. Angle the approach and "bounce" or trip a few times on the way down. Each bump has a chance of improving Safe Fall, but done right, it doesn't hurt too much.



Shadow Knight

by Chris Skinner

Only the blackest pits of hell can spew forth the soul that will become a Shadow Knight. Before birth, this soul is molded in the direct image of the evil god that is to be his master. This fact is known early in the child's life, and the soul's dark aura draws the priests from the temples in search of their evil god's new servant. From birth Shadow Knights are taught to hate all things pure, and the destruction of all that is good and holy is their foul mission.

At a young age, fueled by the hatred and bitterness imbued by their god, they are brought into training to become a dark knight. Day after day they train, becoming proficient not only in the arts of killing, but in magnifying the inflicted pain, reveling in watching their opponents suffer as they die. This is the fire that drives them from the temples that have become their homes and out to slaughter indiscriminately until they feel that their destiny has been fulfilled.

Shadow Knights begin their unholy crusade with only the skills they learn in the temples and their natural fighting abilities. The first few months are a test to see whether or not the creature will fare well in the overworld. Upon attaining their ninth rank, the gods themselves touch their Shadow Knights, giving them direct control over the dark magics. Fear, pain and mastery of the undead are among the many gifts bestowed upon those paragons of evil who survive their initial tests. These, coupled with the devastating ability known more commonly as *Harm Touch*, make the newly reborn Shadow Knight an entity to fear and avoid.

Because of the evil aura that emanates from these dark knights, most inhabitants of Norrath react to them in a fearful, almost terrified manner. Even in their own cities, they are shunned, spoken about only in whispers and avoided at all costs. Like rats, Human Shadow Knights live beneath the cities in the sewers and tunnels. Even in the cities of the evil races — the homes of Trolls, Ogres and the mysterious

Shadow Knight Skills

1	1H Blunt
1	1H Slashing
1	2H Blunt
1	2H Slashing
1	Alcohol Tolerance
1	Archery
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Defense
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
1	Taunt
6	Bash
9	Abjuration
9	Alteration
9	Channeling
9	Conjuration
9	Divination
9	Evocation
10	Dodge
12	Meditate
17	Parry
20	Double Attack
30	Riposte
35	Hide
40	Disarm

Player Characters: Shadow Knight

Dark Elves — they are shunned and distrusted.

In battle, the Shadow Knight is a fanatic; charging into the fight to stand toe to toe with the enemy, ably assisted by a skeletal minion. Though fanatics, these knights are wise fighters and will back off to fight another day if the tide of battle turns against them. If they are terribly outnumbered, a well placed *Harm Touch* or a fear spell may even the odds a bit or at least give them time to flee.

Attributes

Intelligence. Shadow Knights are Intelligence-casters, relying on their Intelligence for the mana to cast their spells. The higher their Intelligence, the more mana they have access to per level. Gaining additional Intelligence items as they travel the world is also helpful.

Dexterity. As fighters, all the physical stats are important to Shadow Knights, but Dexterity is an all-important stat, as it determines how often they hit their opponent and how successfully they dodge

incoming attacks. Though most Shadow Knights may wear plate armor (not Iksar) and get a good share of hit points, dispatching a foe as soon as possible is always a priority.

Races

Dark Elf. Dark Elves make great Shadow Knights. They have a decent Strength and a high Intelligence. These Elves can wear small to medium armor and have ultravision. While they are not the most frightening of the races, in full black plate with a skeletal minion by their side they are an awesome sight. Dark Elves are hated throughout Norrath, but so are the Shadow Knights of any other race. The biggest drawback Dark Elf Shadow Knights face is at higher levels, where it takes most of their Strength just to wear the extremely heavy Shadow Knight armor.

Erudite. Erudites are new in the Shadow Knight community, and little is yet known about them. Hailing from the city of Paineel, they are outcasts from Erudin and generally hated throughout the lands. They are the

Shadow Knight Starting Attributes

Shadow Knight	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
Dark Elf	70	70	90	75	83	109	65	20
Erudite	70	75	70	70	83	117	75	20
Human	85	80	75	75	75	85	80	20
Iksar	80	75	90	85	80	85	60	20
Ogre	140	127	70	70	67	70	42	20
Troll	118	114	83	75	60	62	45	20



Shadow Knight Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	Harm Touch	-	Harm	T	444	39	Cancel Magic	Ab	Ench/Ill	T	417
9	Disease Cloud	Cn	Disease	T	427	39	Expulse Undead	Ev	Harm	T	435
9	Invisibility					39	Heart Flutter	Al	Debuff	T	445
	versus Undead	Dv	Vision	T	452	39	Resist Cold	Ab	Shield	T	467
9	Leering Corpse	Cn	Summon	S	454	39	Shadow Vortex	Al	Air/Wthr	T	474
9	Lifetap	Al	Fr/Dth	T	456	39	Shieldskin	Ab	Shield	Y	476
9	Locate Corpse	Dv	Vision	Y	456	49	Breath of the Dead	Al	Air/Wthr	Y	415
9	Sense the Dead	Dv	Vision	Y	473	49	Dismiss Undead	Ev	Harm	T	427
9	Siphon Strength	Al	Debuff	T	478	49	Dooming Darkness	Cn	Harm	T	428
15	Bone Walk	Cn	Summon	S	414	49	Invoke Fear	Al	Fr/Dth	T	452
15	Clinging Darkness	Al	Harm	T	421	49	Life Leech	Al	Fr/Dth	T	455
15	Endure Cold	Ab	Shield	T	432	49	Shadow Sight	Dv	Vision	Y	474
15	Fear	Al	Fr/Dth	T	436	49	Summon Dead	Cn	Summon	S	485
15	Lifespoke	Al	Fr/Dth	T	455	49	Word of Spirit	Ev	Harm	O	497
15	Numb the Dead	Ab	Mind Ctl	T	461	51	Siphon Life	Al	Fr/Dth	T	478
15	Shadow Step	Al	Teleport	Y	474	52	Malignant Dead	Cn	Summon	S	457
22	Convoke Shadow	Cn	Summon	S	423	52	Rest the Dead	Ab	Mind Ctl	T	468
22	Dark Empathy	Al	Heal	T	425	53	Boil Blood	Al	Harm	T	414
22	Deadeye	Dv	Vision	Y	426	54	Banshee Aura	Ab	Fr/Dth	Y	412
22	Engulfing Darkness	Cn	Harm	T	433	54	Panic the Dead	Al	Fr/Dth	T	462
22	Spook the Dead	Al	Fr/Dth	T	482	55	Bobbing Corpse	Ab	Fr/Dth	Y	414
22	Vampiric Embrace	Al	Harm	Y	493	55	Expel Undead	Ev	Harm	T	435
22	Ward Undead	Ev	Harm	T	494	56	Spirit Tap	Al	Fr/Dth	T	482
30	Endure Disease	Ab	Shield	T	432	56	Steelskin	Ab	Shield	Y	483
30	Feign Death	Ab	Ench/Ill	Y	437	57	Vampiric Curse	Al	Fr/Dth	T	493
30	Gather Shadows	Dv	Vision	Y	442	58	Cackling Bones	Cn	Summon	S	416
30	Heat Blood	Al	Harm	T	445	58	Nullify Magic	Ab	Ench/Ill	T	461
30	Lifedraw	Al	Fr/Dth	T	455	59	Cascading Darkness	Cn	Harm	T	418
30	Restless Bones	Cn	Summon	S	468	60	Asystole	Al	Debuff	T	411
30	Wave of Enfeeblement	Al	Debuff	O	495	60	Drain Spirit	Al	Fr/Dth	T	428
39	Animate Dead	Cn	Summon	S	411						

most intelligent of all the Shadow Knights, yet lack the infravision that the other races have. Erudite Shadow Knights can expect a hard life, particularly at lower levels where their unimpressive physical stats limit their development as fighters, and they face the hatred of almost all the creatures in their

own starting lands.

Human. Probably the most downtrodden of all the Shadow Knights, Human Shadow Knights are invariably banned from the cities and forced to live in underground sewer systems and tunnels. Even though they

Player Characters: Shadow Knight

worship the same gods, and practice the same arts, they are also never allowed in the cities of the Dark Elves, Trolls or Ogres, unless they work long and hard to prove their sincere devotion to the dark arts. Humans lack infravision, regeneration or other unique abilities. They do have good all-around stats, and it's somewhat easier for them to overcome hatred of their class than it is for their Erudite brethren.

Iksar. With an innate control over necromantic magics and an impressive suite of racial abilities, including infravision and enhanced regeneration, these natives of Kunark are deadly foes and should be feared. With a high Intelligence and the innate evil of their race, these Shadow Knights may very well be the most powerful of them all. Iksar Shadow Knights are honored in their own land, but have even more enemies than the sadistic Dark Elves abroad. Fortunately, with forage as an innate ability, the Iksar have little need to venture into towns, other than to learn skills from their masters. Their biggest drawback is their inability to wear the unique armors of the Shadow Knight class, though this is somewhat offset by their high natural armor class.

Ogre. Their immense size and Strength give them an ominous presence, and their Strength is a bonus in many other ways. Not only will the Ogre be able to carry more equipment, she will also hit much harder in later levels. Their biggest drawback is their low Intelligence, but this is more than made up for by their massive physical abilities. The Ogre Shadow Knight is a truly fearsome creature.

Troll. An extremely fun combination to play,

the Troll Shadow Knight is strong and hardy, and comes fully equipped with infravision and enhanced regeneration. The large stature of this race can be somewhat cumbersome, but the image of a massive creature in solid black followed by an undead minion is one that will leave your opponents with nightmares. Their biggest downside is their low Intelligence and slow accumulation of experience, the worst of all the races.

Tactics

Solo

Shadow Knights are designed to be the most offense-directed class in the game.

Everything about a Shadow Knight is focused on overpowering your target with the combination of Strength, spells, pets, lifetaps and brute force tactics.

You are great at terrorist tactics, and have a modified Reverse-Kiting that is both dangerous and efficient at higher levels.

1. Start with a darkness-line spell, to slow your opponent.
2. Follow it quickly with a *Fear* spell, and command your pet to attack the target.
3. Chase the creature and engage it in melee by hitting it in the back.
4. Make sure you recast *Darkness* and *Fear* before they elapse, if possible.
5. Simply bully your target to death.

If the situation turns sour, remind the target

that you are a Shadow Knight and don't take kindly to a counterattack by *Harm Touching* the creature, which will normally turn the tide of battle in a solo fight back to the side of the Shadow Knight.

Group

Shadow Knights are a hybrid class. It is usually your duty to taunt your group's target away from weaker casters and onto yourself. You have the hit points (and armor) to take the blows.

When fighting single-handed, you should use your shield to Bash. Bashing interrupts an enemy's casting, rendering it unable to complete its spells.

Shadow Knight spells are primarily offensive. Use *Siphon Strength* to lower your opponent's Strength while simultaneously raising your own. You have access to several DoT spells, which will help kill runners that get away. DD spells, especially the higher-level ones, should always be cast when fighting, not only because they do damage but also because they help to taunt NPCs away from your casters.

All Shadow Knights have the innate ability to *Harm Touch* once per day, which delivers a massive amount of damage to your target. This ability should be reserved for matters of life or death, since you only get the one each day. You also have *Feign Death*, which allows you to manage NPCs the same ways Monks do.

Tips

Leveling up. As for any magic user, increased Intelligence gets even more useful at high levels.

Pet spell. Shadow Knights enjoy the double benefit of a fighter's high strength and stamina, plus the ability to cast spells. Once the pet spell becomes available, you become a fierce adversary.

Invisibility. The *Invisibility* spell is extremely useful to you. Use it well. Use it as often as you can. It allows you to move around in cities and areas where you would be killed on sight.

Of course, you can't cast *Invisibility* yourself (and don't get *Gather Shadows* until level 30), so you have to find someone else who will cast it on you until then.

Little-known spells. Many players don't know the spells that you have available, such as *Deadeye*, *Gather Shadows*, *Feign Death*, or any of the darkness spells. This can work to your advantage in a PvP confrontation.

Surly guards. Hey, Shadow Knights aren't out to win any popularity contests. Pay attention when you visit a city. Shadow Knights are not welcome everywhere and, in fact, some city guards (such as in Qeynos) have standing orders to kill Shadow Knights on sight. Oggok, Grobb and Neriak streets are open to Shadow Knights.



Shaman

by Jason Mash "Aylla SpineChiller"

Shamans are a strange class. One of the most versatile classes in *EverQuest*, they can do a bit of everything, from melee to all manner of casting. Shamans are not as equipped as some other classes at striking their enemies directly, but they are far more effective in wearing them down with disease, poison and other debilitating effects. Shamans are also more effective than Druids at buffing themselves and others through quickness/alacrity, ability buffs and utility enhancements. They can also melee better than any other priest class.

Spells are the stock-in-trade of a Shaman. Without them, the Shaman is little more than meat for any monster. Acquire spells as soon as you can, and as often as you can, no matter how inconvenient it may seem. The "save money, buy spell, save money" cycle may seem repetitive, but when your spellbook is full and monsters topple before you, you will realize the value of this strategy.

The most important spells to a Shaman are those that focus on defense. Spells that heal or buff stats and attributes are the Shaman's forté. Keep a good number of buffing spells memorized, especially in a party. They can make a big difference when cast on an already tough Warrior. Do not, however, neglect the healing spells, which should also be a priority for you in group-based combat. Shamans are most widely sought for their healing, and secondly for their modifying spells. Concentrate on both, but remember that the best-healing Shaman is the most useful.

In addition to defense, Shamans receive a few offensive spells. These spells are nice supplements to group combat, but are most often cast in small parties or while soloing a monster. In a large party, the offensive spells are mostly a waste of mana. Leave the major spell damage to the pure casting classes. They can deal much more damage, and your skills are better concentrated on preparation and healing, where you excel.

Shaman Skills

1	1H Blunt
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
4	Channeling
8	Meditate
15	Dodge
25	Alchemy
30	Specialize Abjure
30	Specialize Alteration
30	Specialize Conjuration
30	Specialize Divination
30	Specialize Evocation

Armor and weapons are tempting prospects, but they are usually only secondary tools. Spells are the strength of a wise Shaman, and they should be used with great care. Focus largely upon your spells, and you will be able to overcome most obstacles that stand in your way.

Attributes

As with all healers, the size of your mana pool is determined by your **Wisdom**. Prioritize this stat, then place any remaining points at your discretion, possibly addressing a racial weakness or possibly enhancing a racial strength. A Shaman can fill many roles, so there is no wrong choice here.

Races

Barbarian. Barbarians make great Shamans, due to the fact that they are liked among the majority of races throughout Norrath. This allows them to travel freely once they reach a certain level. They have well-balanced stats, and a decent amount of wisdom.

Iksar. Statistically, Iksar also make great Shamans, but they do have one huge drawback ... there is no other race on the face of Norrath that likes them. This will make life very difficult for them until high levels, unless they are willing to spend countless hours boosting their Faction by assisting various races in getting rid of local menaces. Their upside is that they start with the highest Wisdom, they can see at night, and they have enhanced regeneration, as well as the ability to Forage.

Troll. Trolls do make good Shamans, but they are held back by a couple of factors. They have the lowest Wisdom of all the races that can be a Shaman, and they are hated by many throughout Norrath (although not as thoroughly hated as the Iksar). The upside is they have the ability to see in the dark very well, as well as enhanced regeneration.

Ogre. Ogres are the middlemen of the Shaman class. They have the second lowest Wisdom, and are hated in most cities. They do have the ability to see in the dark, as well as having by far the highest Strength and Stamina among Shamans. This gives them a greater weight allowance and maximum hit points.

Shaman Starting Attributes

Shaman	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Barbarian</i>	103	100	82	70	80	60	60	30
<i>Iksar</i>	70	75	90	85	90	75	60	30
<i>Ogre</i>	130	127	70	70	77	60	42	30
<i>Troll</i>	108	114	83	75	70	52	45	30

Player Characters: Shaman

Shaman Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	Burst of Flame	Ev	Fire/Ht	T	416	14	Walking Sleep	Al	Spd/Trvl	T	494
1	Cure Disease	Al	Heal	T	425	19	Affliction	Cn	Disease	T	410
1	Dexterous Aura	Al	Buff	T	426	19	Cancel Magic	Ab	Ench/Ill	T	417
1	Endure Cold	Ab	Shield	T	432	19	Diminution				
1	Flash of Light	Dv	Vision	T	439		(see Shrink)	Al	Ench/Ill	T	427
1	Inner Fire	Ab	Shield	T	451	19	Endure Magic	Ab	Shield	T	432
1	Minor Healing	Al	Heal	T	459	19	Frenzy	Ab	Buff	Y	440
1	Strengthen	Al	Buff	T	483	19	Healing	Al	Heal	T	445
1	True North	Dv	Vision	Y	492	19	Infectious Cloud	Cn	Disease	A	450
5	Cure Poison	Al	Heal	T	425	19	Insidious Fever	Cn	Disease	T	451
5	Drowsy	Al	Spd/Trvl	T	429	19	Malise	Al	Fr/Dth	T	458
5	Endure Fire	Ab	Shield	T	432	19	Shrink				
5	Feet like Cat	Al	Buff	T	437		(or Diminution)	Al	Ench/Ill	T	477
5	Fleeting Fury	Ab	Buff	T	439	19	Spirit of Cat	Al	Buff	T	480
5	Frost Rift	Ev	Ice/Cold	T	440	19	Spirit Strength	Al	Buff	T	482
5	Gate	Al	Teleport	Y	441	19	Vision	Dv	Vision	T	493
5	Scale Skin	Ab	Shield	T	471	24	Cannibalize	Al	Ment Str	Y	417
5	Sicken	Cn	Disease	T	478	24	Counteract Disease	Al	Heal	T	423
5	Spirit Pouch	Cn	Summon	S	481	24	Creeping Vision	Dv	Vision	Y	424
5	Summon Drink	Cn	Summon	S	485	24	Envenomed Breath	Cn	Poison	T	434
9	Cure Blindness	Al	Heal	T	424	24	Frost Strike	Ev	Harm	T	441
9	Endure Disease	Ab	Shield	T	432	24	Invigor	Al	Spd/Trvl	T	452
9	Light Healing	Al	Heal	T	456	24	Poison Storm	Ev	Poison	S	464
9	Sense Animals	Dv	Vision	Y	472	24	Protect	Ab	Shield	T	464
9	Serpent Sight	Dv	Vision	T	473	24	Regeneration	Al	Heal	T	466
9	Spirit of Bear	Ab	Buff	T	480	24	Resist Cold	Ab	Shield	T	467
9	Spirit of Wolf	Al	Spd/Trvl	T	481	24	Scale of Wolf	Al	Spd/Trvl	T	471
9	Spirit Sight	Dv	Vision	A	481	24	Spirit of Cheetah	Al	Spd/Trvl	Y	480
9	Summon Food	Cn	Summon	S	485	24	Spirit of Monkey	Al	Buff	T	481
9	Tainted Breath	Cn	Poison	T	488	24	Spirit of Ox	Al	Buff	T	481
14	Bind Affinity	Al	Ench/Ill	T	413	29	Alluring Aura	Al	Buff	T	410
14	Burst of Strength	Ab	Buff	T	416	29	Befriend Animal	Al	Mind Ctl	T	412
14	Disempower	Al	Debuff	T	427	29	Counteract Poison	Al	Heal	T	424
14	Endure Poison	Ab	Shield	T	432	29	Greater Healing	Al	Heal	T	443
14	Enduring Breath	Al	Water	T	433	29	Invisibility	Dv	Vision	T	452
14	Invisibility vs. Animals	Dv	Vision	T	452	29	Listless Power	Al	Debuff	T	456
14	Levitate	Al	Air/Wthr	T	455	29	Quickness	Al	Spd/Trvl	T	465
14	Root	Al	Earth	T	470	29	Raging Strength	Al	Buff	T	465
14	Spirit of Snake	Al	Buff	T	481	29	Resist Fire	Ab	Shield	T	467
14	Spirit Strike	Ev	Harm	T	482	29	Rising Dexterity	Al	Buff	T	469
14	Turtle Skin	Ab	Shield	T	492						

(cont. on p. 132)

Shaman Spells (cont. from p. 131)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
29	<i>Tagar's Insects</i>	Al	Spd/Trvl	T	488	49	<i>Malosi</i>	Al	Fr/Dth	T	458
29	<i>Ultravision</i>	Dv	Vision	T	492	49	<i>Plague</i>	Cn	Disease	T	463
34	<i>Companion Spirit</i>	Cn	Summon	S	423	49	<i>Rage</i>	Ab	Buff	Y	465
34	<i>Enstill</i>	Al	Earth	T	434	49	<i>Strength</i>	Al	Buff	T	483
34	<i>Fury</i>	Ab	Buff	Y	441	51	<i>Immobilize</i>	Al	Earth	T	450
34	<i>Health</i>	Al	Buff	T	445	51	<i>Talisman of Jasinth</i>	Ab	Disease	G	488
34	<i>Malisement</i>	Al	Fr/Dth	T	458	51	<i>Turgur's Insects</i>	Al	Spd/Trvl	T	492
34	<i>Nimble</i>	Al	Buff	T	461	52	<i>Insidious Decay</i>	Cn	Disease	T	451
34	<i>Resist Disease</i>	Ab	Shield	T	467	52	<i>Regrowth</i>	Al	Heal	T	466
34	<i>Scourge</i>	Cn	Disease	T	472	52	<i>Spirit of Scale</i>	Al	Spd/Trvl	G	481
34	<i>Shifting Shield</i>	Ab	Shield	T	476	53	<i>Cripple</i>	Al	Debuff	T	424
34	<i>Talisman of Tnarg</i>	Al	Shield	T	489	53	<i>Deliriously Nimble</i>	Al	Buff	T	426
34	<i>Winter's Roar</i>	Ev	Harm	T	496	53	<i>Superior Healing</i>	Al	Heal	T	487
39	<i>Assiduous Vision</i>	Dv	Vision	T	411	53	<i>Talisman of Shadoo</i>	Ab	Poison	G	488
39	<i>Blinding Luminance</i>	Dv	Vision	T	413	54	<i>Cannibalize III</i>	Al	Ment Str	Y	417
39	<i>Cannibalize II</i>	Al	Ment Str	Y	417	54	<i>Ice Strike</i>	Ev	Harm	T	446
39	<i>Chloroplast</i>	Al	Heal	T	420	54	<i>Riotous Health</i>	Al	Buff	T	469
39	<i>Deftness</i>	Al	Buff	T	426	54	<i>Shroud of the Spirits</i>	Ab	Shield	T	477
39	<i>Extinguish Fatigue</i>	Al	Spd/Trvl	T	435	55	<i>Annul Magic</i>	Ab	Ench/Ill	T	411
39	<i>Furious Strength</i>	Al	Buff	T	441	55	<i>Spirit of the Howler</i>	Cn	Summon	S	480
39	<i>Gale of Poison</i>	Ev	Poison	S	441	55	<i>Talisman of Kragg</i>	Al	Shield	T	488
39	<i>Glamour</i>	Al	Buff	T	442	55	<i>Torrent of Poison</i>	Ev	Poison	S	491
39	<i>Insidious Malady</i>	Cn	Disease	T	451	56	<i>Acumen</i>	Dv	Vision	A	409
39	<i>Resist Poison</i>	Ab	Shield	T	467	56	<i>Bane of Nife</i>	Cn	Poison	T	412
39	<i>Togor's Insects</i>	Al	Spd/Trvl	T	491	56	<i>Celerity</i>	Al	Spd/Trvl	T	418
39	<i>Venom of the Snake</i>	Cn	Poison	T	493	56	<i>Paralyzing Earth</i>	Al	Earth	T	462
39	<i>Vigilant Spirit</i>	Cn	Summon	S	493	57	<i>Malosini</i>	Al	Fr/Dth	T	458
44	<i>Agility</i>	Al	Buff	T	410	57	<i>Maniacal Strength</i>	Al	Buff	T	458
44	<i>Alacrity</i>	Al	Spd/Trvl	T	410	57	<i>Talisman of the Brute</i>	Al	Buff	G	488
44	<i>Blizzard Blast</i>	Ev	Harm	T	414	57	<i>Talisman of the Cat</i>	Al	Buff	G	489
44	<i>Guardian</i>	Ab	Shield	T	443	58	<i>Mortal Deftness</i>	Al	Buff	T	461
44	<i>Guardian Spirit</i>	Cn	Summon	S	443	58	<i>Talisman of Rhino</i>	Al	Buff	G	489
44	<i>Incapacitate</i>	Al	Debuff	T	450	58	<i>Talisman of Serpent</i>	Al	Buff	G	489
44	<i>Nullify Magic</i>	Ab	Ench/Ill	T	461	58	<i>Tigir's Insects</i>	Al	Spd/Trvl	A	491
44	<i>Resist Magic</i>	Ab	Shield	T	467	59	<i>Pox of Bertoxxulous</i>	Cn	Disease	T	464
44	<i>Stamina</i>	Al	Buff	T	483	59	<i>Talisman of Raptor</i>	Al	Buff	G	489
44	<i>Talisman of Altuna</i>	Al	Shield	T	488	59	<i>Unfailing Reverence</i>	Al	Buff	T	493
49	<i>Abolish Disease</i>	Al	Heal	T	409	59	<i>Voice of the Berserker</i>	Ab	Buff	Y	494
49	<i>Charisma</i>	Al	Buff	T	419	60	<i>Avatar</i>	Al	Buff	T	411
49	<i>Dexterity</i>	Al	Buff	T	426	60	<i>Malo</i>	Al	Fr/Dth	T	458
49	<i>Envenomed Bolt</i>	Cn	Poison	T	434	60	<i>Torpor</i>	Al	Heal	T	491
49	<i>Frenzied Spirit</i>	Cn	Summon	S	440						

Player Characters: Shaman

Tactics

Solo

Shamans are the “jack of all trades,” and until higher levels, the master of none. This limits your soloing tactics to blue mobs most of the time at lower levels.

You can kite, but will usually run out of mana and end up having to engage the NPC in melee before the end of the fight.

Strongly consider limiting your soloing at least until you get your first pet spell.

Group

Always make sure to buff the party with stat buffs, haste buffs and the talisman line of spells (to add hit points). Focus on debuffing opponents with slow spells (such as *Drowsy*) and *Malise* (which lowers your enemy's resistances).

You also have an assortment of Direct Damage spells and Damage over Time spells, but these should only be used after you've debuffed the enemy and when the tanks have time to taunt the mobs away.

You also have access to heal spells, though they're not as strong as a Cleric's. In situations where you're playing the healer role, make use of the F keys to target group mates when casting heals on them. (See **Cleric: Tactics: Group**, page 73.)

Selfishness is very rare in Shamans. Often, you're the one working to keep everyone else alive. You can wield some powerful weapons, but those weapons are most often used to fend away an enemy so a friend can be healed.

Tips

One hand or two? A one-handed blunt weapon should be in every Shaman's inventory as soon as possible, but higher-level Shamans are more capable with two-handed blunt weapons.

Unique party role. You can play a vital role in a well balanced party (for example, you, a Warrior or two, a Bard, a magic user, a Druid and/or Cleric) and never take the offense. Keep the Warriors going with Strength buffs like *Burst of Strength* and everyone moving quickly with haste spells (like *Quickness*).

DoT the targets. You get the greatest benefit (more damage for less mana) from a DoT spell, such as *Infectious Cloud*, but be careful not to cast your AoE spells too close to your group.

Stack spells. This is especially valuable in a long combat situation. You can stack several DoT and other spells, then get out of the way to heal your party members.

Basically, all damage over time (DoT) spells of different types do stack, while DoT spells of the same type don't stack. For example, you can stack *Malise*, *Affliction*, and *Insidious Fever* because they don't have overlapping effects. (*Malise* first, because it debuffs nearly all resistances.) Slowing spells, such as *Drowsy* and *Walking Sleep*, also don't stack. Area of effect (AoE) spells (such as *Infectious Cloud*) stack with DoT spells.

Keep it Going. Continually keep a Strength buff, a Stamina buff and a travel spell (for example, *Strength*, *Inner Fire* and *Spirit of Wolf*) on all the members of your party.

Spell smarter, not harder. If your party has another magic user with ability buffs, don't overlap and waste mana. For example, you might arrange ahead of time that the Enchanter buff haste while you buff everything else.

Cleric on hand. At level 24 you can get the *Regeneration* spell, which can really lighten the Cleric's load by regenerating hit points on the tanks.

Pets. At level 34, you get a wolf pet that can melee for you. Oh yeah, the wolf is definitely something to look forward to!

Weapon training. There are some great two-handed blunt weapons available to you. Keep this skill, as well as your one-handed blunt skill, as high as you can. However,

don't disregard Piercing. Some of the new Shaman spears look pretty good.

Specialization

Note: Also see **Specialization**, page 236.

You have two real choices — Alteration (which includes immobilization, haste, slowing, DoT, and most attribute buffing and debuffing spells) and Conjunction (most attack spells). Alteration is a pretty safe bet, but if you tend to attack more than you buff, then Conjunction is worth considering.

The giant sat and fondled the blonde hair of his new human chamber attendant. "Have you ever witnessed a meeting of the Ring of Scale, human woman?"

Kelisa stepped back from the giant and the lock of her hair fell from his massive fingers. "No, I was taken against my will only recently. If Erollisi blesses my escape, I won't be here to see the next one either."

The giant laughed and the gold door decorations rattled. "Do you know how to escape magic bonds, human woman?"

The angry flush on Kelisa's face told the giant that she didn't, but she answered, "I'll find a way."



Warrior

by Jason Mash, "Shyden ClawStinger"

Warriors are the epitome of a tank class. They wield weapons in both hands, wear finely crafted armors, and are able to absorb massive amounts of damage easily. They have high hit points and armor class right from the start. As they gain knowledge of the arts of war, they acquire the skills of Bash, Dual Wield, Double Attack, Parry, Riposte, Dodge and Disarm. They are the only class that learns all of these combat skills, and nearly always as soon or sooner than any other class.

Despite these combat skills, Warriors are not a class with a lifelong ability to solo. At low levels, they can solo easily, but when they enter their low twenties they begin to lose that edge. Since they have no magical abilities of their own, and a lot of hit points to lose, recovering after battle without the aid of a healer is a slow process. By level 25 they will not survive many White fights without a backup healer. Because of this, the Warrior needs groups. Fortunately, groups need Warriors just as badly.

The Warriors' duty in a group is not only to absorb damage, but also to pull for the group. They have to absorb damage from a mob as they lead it to their group. In combat proper, a Warrior should be adept at keeping an eye on the rest of the group. He must keep the mobs off of the lighter-armored classes, or it can be disastrous for the entire group. While most of the combat functions of the Warrior are automated, this does not mean the Warrior is a boring class to play. The art of tagging and pulling mobs is in itself a challenging role, and a very important one at higher levels.

Warriors are a very straightforward class that rely heavily on their party in order to perform well. A Warrior will want to become good friends with a Cleric early in life, and develop a trusting relationship between them, as it will be the Cleric who keeps her alive in the levels to come. This class is a fun one to play – Warriors get to beat things up and laugh in the enemys' face, and they get some impressive Disciplines after level 50.

Warrior Skills

- 1 1H Blunt
- 1 1H Slashing
- 1 2H Blunt
- 1 2H Slashing
- 1 Alcohol Tolerance
- 1 Archery
- 1 Baking
- 1 Begging
- 1 Bind Wound
- 1 Blacksmithing
- 1 Brewing
- 1 Defense
- 1 Fishing
- 1 Fletching
- 1 Hand to Hand
- 1 Jewelry Making
- 1 Kick
- 1 Offense
- 1 Piercing
- 1 Pottery
- 1 Sense Direction
- 1 Swimming
- 1 Tailoring
- 1 Taunt
- 1 Throwing
- 1 (Berserking)
- 6 Bash
- 6 Dodge
- 10 Parry
- 13 Dual Wield
- 15 Double Attack
- 16 Tinkering (Gnome only)
- 25 Riposte
- 35 Disarm

Disciplines

- 52 Evasive
- 53 Charge
- 54 Mighty Strike
- 55 Defensive
- 56 Furious
- 57 Precision
- 58 Fell Strike
- 59 Fortitude
- 60 Aggressive

Attributes

Strength directly effects the amount of damage that you deal when hitting a mob; higher Strength, higher damage ... Strength also directly affects your weight allowance.

Stamina directly affects your hit points; low Stamina reduces your chances of hitting.

Agility directly affects your armor class and your ability to dodge enemy blows.

Races

Because there are so many possible Warrior races, they're discussed here in decreasing order of Strength and Stamina, the two most crucial Warrior stats, to help you compare them.

Ogre. Ogres are the best Warriors, stat-wise. With such a high innate Strength and Stamina, they can devote most of their attribute points to boosting their relatively low Agility and Dexterity. Ogres also have significant disadvantages, though, because they can only wear large armor, and as an evil race are limited to a few bindable cities.

Troll. Trolls have excellent stats — not as good as Ogres, but better than Barbarians. Trolls also have an enhanced regeneration ability, which allows them to recover 4 HP every six seconds (like the Iksar). This recuperative power is really the only logical reason to play a Troll — it will greatly reduce your downtime after a battle, but then again, you could just bring a Cleric along. Not all decisions are based on logic alone, however, so take a Troll Warrior if you like the mental image of your ugly mug leering out from behind a blood-drenched Dwarf-gigger.

Warrior Starting Attributes

Warrior	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Barbarian</i>	113	105	87	70	70	60	55	25
<i>Dark Elf</i>	70	75	90	75	83	99	60	25
<i>Dwarf</i>	100	100	75	90	83	60	45	25
<i>Gnome</i>	70	80	90	85	67	98	60	25
<i>Half Elf</i>	80	80	95	85	60	75	75	25
<i>Halfling</i>	80	85	100	90	80	67	50	25
<i>Human</i>	85	85	80	75	75	75	75	25
<i>Iksar</i>	80	80	95	85	80	75	55	25
<i>Ogre</i>	140	132	75	70	67	60	37	25
<i>Troll</i>	118	119	88	75	60	52	40	25
<i>Wood Elf</i>	75	75	100	80	80	75	75	25

Player Characters: Warrior

Barbarian. Barbarians are the most popular large Warriors. Their Strength and Stamina, although higher than that of all other Warrior races, is still lower than that of either Ogres or Trolls. However, they are the most widely accepted of these three races and have the best newbie area in the world.

Dwarf. Dwarves make good, solid Warriors. They are stout, and their stats are very favorable. Their Stamina lags only 5 behind Barbarians, and they have much better Dexterity. They are also much-liked throughout Norrath. Unlike the large races, they wear small armor (which is more readily available).

Human. Humans are good Warriors, although their key stats are significantly lower than those of the Dwarves. They have average stats across the board, so judiciously applied attribute points turn them into perfectly acceptable Warriors. Their biggest handicap is poor night vision.

Halfling. Halflings have the highest Agility (tied with the Wood Elves) and the highest Dexterity (tied with the Dwarves). This makes them good at Dual Wielding, a skill any Warrior would do well to focus on. Pump the bonus points into Strength and Stamina, and you've got a Warrior who can go toe to toe with the best of them.

Half Elf and Iksar. Half Elves and Iksar share identical key stats. While their Agility (and Dexterity) are better than most, their Strength and Stamina are not up to the Warrior standard without the benefit of most of your bonus points. And both have infravision. How are they different? Half Elves are better accepted in most of Norrath

and can wear plate armor (Iksar can't), while Iksar hold the edge in other key respects — enhanced regeneration and higher natural AC.

Wood Elf, Dark Elf and Gnome. What can you say to a 75-STR Warrior except, "Please go find another group"? Actually, throw some bonus points into key stats, and any of these three races make interesting Warriors. All three have high secondary stats — Agility and (somewhat) Dexterity for the Wood Elf, Agility and Intelligence for the Dark Elf, and all three (AGI, DEX and INT) for the Gnome.

Barbarian and Ogre Warriors are a copper a dozen. Consider creating a Gnome Warrior with maxed-out Tinkering and other trade skills, a Wood Elf Warrior whose defensive skills are so high that she's rarely hit in combat, or a Dark Elf Warrior who is highly resistant to mind control. Step away from the class stereotype and you can create a unique Warrior with any of these three races.

Tactics

Solo

There is but one efficient solo tactic for a Warrior, and that is to overpower your foe within a melee battle.

When dealing with dangerous mobs, have an escape route in mind. Key features along this escape route include the nearest creatures that are hostile to your opponent, such as Guards, or the nearest Zone border.

Group

Warriors are the true tanks of Norrath. You have the most hit points, your armor yields the best armor class, and your weapons inflict the most damage. A tank is best used to protect magic users, but you are also the front line, first to wade into battle.

When in a group, use your Taunt skill to attract the attention of all NPCs that your party is engaging, excepting any that are mesmerized.

Kick and Bash to interrupt NPCs who are casting.

You make a good puller because you have the most hit points. Unless there's a Monk or a Shadow Knight in the group, you should handle all pulling responsibilities.

Tips

Druid or Cleric? Adventurous Druids and Warriors form a lot of lasting friendships in *EverQuest*. The Druid can cast *Spirit of Wolf*, buff and teleport ... and the Warrior's skills speak for themselves.

Clerics and Warriors work together well in a battle with numerous enemies. The "why" of that statement can be summed up in one word — healing.

If a rapid series of mobs is what you'll be facing, Clerics work best with Warriors. For attacks in a relatively safe area where a target can be leisurely tracked and attacked, with downtime between hunts, Druids and Warriors work best.

Have a party. Many Warriors claim that the best hunting groups consist of a Warrior (for Bashing), a Druid (for Tracking) and a Cleric (for healing). Add an Enchanter and a couple more Warriors, and the party is complete.



Wizard

by Jason Mash "Cimmerone Di'Amante"

Wizards are the undisputed masters of damage. This can easily be misunderstood. A Wizard is not a master of all forms of damage, but rather, the master of Direct Damage — she has the greatest variety of spells available to her with which to Deal Direct damage. However, Wizards are not the most damaging class overall in a long battle ... a Wizard's strength lies in making the battle a quick and painless one.

Wizards are the only class that possess Direct Damage spells in all three categories: cold, heat and magic. Wizards also get the most powerful area-effect Direct Damage spells. These spells are relatively unlikely to taunt a mob, so they rarely draw a targeted mob to their Wizardly source, especially if the Wizard is grouped with Enchanters and good tanks. Area effect spells are by far the most mana-efficient spells in the game and, in the right situations, add to the power of the Wizard. A Wizard who knows how to recognize such situations is truly wise indeed, and worthy of all the respect this class demands.

At level 35, Wizards get a noticeable enhancement to their spells. Their spells become much more difficult to resist, especially for monsters that con white and yellow. Wizards also get a nice line of stun spells that add to the efficiency of their class, especially in a group.

Wizards are also noted for their teleportation spells. These spells make them very fast travelers, and very much desired throughout Norrath. With a timely teleport, they can save an entire party, evacuating the group from a tight corner. Druids can also teleport, but Wizards alone acquire the spells that make them the gatekeepers of the planes of Fear and Hate (of course, such travel usually comes at a high price).

Wizards are the only pure casting class that lack a pet. As such, they are generally forced to use the "Root 'n' Nuke" technique at lower levels. As the Wizard gains levels and grows, so does his power, but at lower and mid levels, a Wizard can be very frustrating to play.

Wizard Skills

1	1H Blunt
1	2H Blunt
1	Abjuration
1	Alcohol Tolerance
1	Alteration
1	Baking
1	Begging
1	Bind Wound
1	Blacksmithing
1	Brewing
1	Channeling
1	Conjuration
1	Defense
1	Divination
1	Evocation
1	Fishing
1	Fletching
1	Hand to Hand
1	Jewelry Making
1	Offense
1	Piercing
1	Pottery
1	Sense Direction
1	Swimming
1	Tailoring
1	Throwing
4	Meditate
16	Research
16	Tinkering (Gnome only)
20	Specialize Abjure
20	Specialize Alteration
20	Specialize Conjuration
20	Specialize Divination
20	Specialize Evocation
22	Dodge

The true challenge for a Wizard lies in acquiring the knowledge of what spells work best against which NPCs. Once in combat, a Wizard is a straightforward class that requires few decisions. It's a good class to play, but maybe a bit repetitive.

Attributes

Intelligence is by far the most important stat for a Wizard, since it determines the size of your mana pool at each level.

Agility and **Dexterity** are the most important physical stats, helping you survive a direct physical assault.

Put all but 5 of your starting points into Intelligence. (You can only spend 25 bonus points on any one stat.) Intelligence determines how fast you can learn almost all skills, and how much mana you will have, which are both vital to your long-term survivability. Allocate the extra points at your discretion. (It's common for non-Human Wizards to put the remaining 5 points into Strength, so that they can carry more.)

Races

Dark Elf. Dark Elves make good Wizards for numerous reasons. Their Intelligence is high, and they have decent Agility and Dexterity, which are both good secondary attributes for the class. They also can see in the dark better than any other race. The one drawback to Dark Elves is that they are not liked by most other races. This can make their lives difficult, to say the least.

Erudite. Erudites make great Wizards, if only because of their excellent Intelligence. None of their other stats is all that low, but nothing to be proud of, either. They are more widely accepted than Dark Elves, but lack night vision until they acquire *Heat Sight* (level 16).

Gnome. Gnomes might make the best Wizards in the game. Their only low stats are Wisdom and Charisma (neither of which a Wizard worries much about) and Strength (which can be boosted with 5 bonus points and various buffing items). They are accepted by most races, they can Tinker, and they can see in the dark. This makes them a wise choice for a Wizard.

Wizard Starting Attributes

Wizard	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Dark Elf</i>	60	75	90	75	93	109	60	30
<i>Erudite</i>	60	80	70	70	83	117	70	30
<i>Gnome</i>	60	80	85	85	67	108	60	30
<i>High Elf</i>	55	75	85	70	95	102	80	30
<i>Human</i>	75	85	75	75	75	85	75	30

Player Characters: Wizard

Wizard Spells

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
1	<i>Frost Bolt</i>	Ev	Ice/Cold	T	440	20	<i>Elemental Shield</i>	Ab	Shield	Y	430
1	<i>Minor Shielding</i>	Ab	Shield	Y	460	20	<i>Enstill</i>	Al	Earth	T	434
1	<i>Numbing Cold</i>	Ev	Ice/Cold	O	462	20	<i>Fay Gate</i>	Al	Teleport	Y	436
1	<i>Shock of Frost</i>	Ev	Ice/Cold	T	476	20	<i>Fire Spiral of Al'Kabor</i>	Ev	Fire/Ht	A	438
1	<i>Sphere of Light</i>	Dv	Summon	S	480	20	<i>Force Shock</i>	Ev	Harm	T	439
1	<i>True North</i>	Dv	Vision	Y	492	20	<i>North Gate</i>	Al	Teleport	Y	461
4	<i>Fade</i>	Al	Teleport	Y	436	20	<i>Sight</i>	Dv	Vision	Y	478
4	<i>Gate</i>	Al	Teleport	Y	441	20	<i>Tishan's Clash</i>	Ev	Harm	T	491
4	<i>Glimpse</i>	Dv	Vision	Y	442	20	<i>Tox Gate</i>	Al	Teleport	Y	491
4	<i>Icestrike</i>	Ev	Ice/Cold	A	447	20	<i>Track Corpse</i>	Dv	Vision	Y	491
4	<i>O'Keils Radiation</i>	Ab	Fire/Ht	T	462	24	<i>Cast Force</i>	Ev	Harm	O	418
4	<i>Root</i>	Al	Earth	T	470	24	<i>Cazic Gate</i>	Al	Teleport	Y	418
4	<i>See Invisible</i>	Dv	Vision	A	472	24	<i>Column of Lightning</i>	Ev	Air/Wthr	A	422
4	<i>Shock of Fire</i>	Ev	Fire/Ht	T	476	24	<i>Common Gate</i>	Al	Teleport	Y	423
8	<i>Column of Frost</i>	Ev	Ice/Cold	A	422	24	<i>Frost Shock</i>	Ev	Ice/Cold	T	441
8	<i>Eye of Zomm</i>	Cn	Vision	Y	436	24	<i>Leatherskin</i>	Ab	Shield	Y	454
8	<i>Fingers of Fire</i>	Ev	Fire/Ht	O	437	24	<i>Levitate</i>	Al	Air/Wthr	T	455
8	<i>Fire Bolt</i>	Ev	Fire/Ht	T	437	24	<i>Lightning Storm</i>	Ev	Air/Wthr	S	456
8	<i>Lesser Shielding</i>	Ab	Shield	Y	454	24	<i>Major Shielding</i>	Ab	Shield	Y	457
8	<i>Sense Summoned</i>	Dv	Vision	Y	473	24	<i>Nek Gate</i>	Al	Teleport	Y	461
8	<i>Shadow Step</i>	Al	Teleport	Y	474	24	<i>Ro Gate</i>	Al	Teleport	Y	470
8	<i>Shock of Ice</i>	Ev	Ice/Cold	T	477	24	<i>West Gate</i>	Al	Teleport	Y	495
12	<i>Bind Affinity</i>	Al	Ench/Ill	T	413	29	<i>Bonds of Force</i>	Al	Earth	A	414
12	<i>Cancel Magic</i>	Ab	Ench/Ill	T	417	29	<i>Energy Storm</i>	Ev	Harm	S	433
12	<i>Firestorm</i>	Ev	Fire/Ht	S	438	29	<i>Evacuate: North</i>	Al	Teleport	G	434
12	<i>Frost Spiral of Al'Kabor</i>	Ev	Ice/Cold	A	441	29	<i>Fay Portal</i>	Al	Teleport	G	436
12	<i>Gaze</i>	Dv	Vision	Y	442	29	<i>Inferno Shock</i>	Ev	Fire/Ht	T	451
12	<i>Halo of Light</i>	Cn	Vision	Y	444	29	<i>Magnify</i>	Dv	Vision	Y	457
12	<i>Resistant Skin</i>	Ab	Shield	Y	468	29	<i>North Portal</i>	Al	Teleport	G	461
12	<i>Shock of Lightning</i>	Ev	Air/Wthr	T	477	29	<i>Shock Spiral of Al'Kabor</i>	Ev	Air/Wthr	A	477
16	<i>Bind Sight</i>	Dv	Vision	T	413	29	<i>Thunder Strike</i>	Ev	Air/Wthr	T	490
16	<i>Flame Shock</i>	Ev	Fire/Ht	T	439	29	<i>Tox Portal</i>	Al	Teleport	G	491
16	<i>Heat Sight</i>	Dv	Vision	Y	446	29	<i>Yonder</i>	Al	Teleport	Y	498
16	<i>Identify</i>	Dv	Vision	T	447	34	<i>Cazic Portal</i>	Al	Teleport	G	418
16	<i>Invisibility</i>	Dv	Vision	T	452	34	<i>Circle of Force</i>	Ev	Harm	A	420
16	<i>Lightning Bolt</i>	Ev	Air/Wthr	T	456	34	<i>Combine Portal</i>	Al	Teleport	G	422
16	<i>Pillar of Fire</i>	Ev	Fire/Ht	A	463	34	<i>Evacuate: Fay</i>	Al	Teleport	G	434
16	<i>Project Lightning</i>	Ev	Fire/Ht	O	464	34	<i>Greater Shielding</i>	Ab	Shield	Y	443
16	<i>Shielding</i>	Ab	Shield	Y	475	34	<i>Harvest</i>	Al	Ment Str	Y	445
16	<i>Shieldskin</i>	Ab	Shield	Y	476						

(cont. on p. 142)

Wizard Spells (cont. from p. 141)

Lvl	Spell	Skill	Type	Tgt	Pg.	Lvl	Spell	Skill	Type	Tgt	Pg.
34	<i>Ice Shock</i>	Ev	Ice/Cold	T	446	51	<i>Pillar of Frost</i>	Ev	Ice/Cold	A	463
34	<i>Lava Storm</i>	Ev	Fire/Ht	S	453	51	<i>Tishan's Discord</i>	Ev	Harm	T	491
34	<i>Nek Portal</i>	Al	Teleport	G	461	52	<i>Abscond</i>	Al	Teleport	Y	409
34	<i>Nullify Magic</i>	Ab	Ench/Ill	T	461	52	<i>Lure of Frost</i>	Ev	Ice/Cold	T	457
34	<i>Steelskin</i>	Ab	Shield	Y	483	52	<i>Manaskin</i>	Ab	Shield	Y	458
34	<i>Thunderclap</i>	Ev	Air/Wthr	O	491	52	<i>Tears of Druzzil</i>	Ev	Harm	S	489
39	<i>Chill Sight</i>	Dv	Vision	Y	420	53	<i>Annul Magic</i>	Ab	Ench/Ill	T	411
39	<i>Common Portal</i>	Al	Teleport	G	423	53	<i>Inferno of Al'Kabor</i>	Ev	Fire/Ht	A	450
39	<i>Concussion</i>	Al	Mind Ctl	T	423	53	<i>Jyll's Static Pulse</i>	Ev	Harm	O	453
39	<i>Evacuate: Ro</i>	Al	Teleport	G	434	54	<i>Pillar of Lightning</i>	Ev	Air/Wthr	A	463
39	<i>Force Spiral of Al'Kabor</i>	Ev	Harm	A	439	54	<i>Shield of the Magi</i>	Ab	Shield	Y	475
39	<i>Immobilize</i>	Al	Earth	T	450	54	<i>Thunderbold</i>	Ev	Air/Wthr	A	490
39	<i>Lightning Shock</i>	Ev	Air/Wthr	T	456	54	<i>Voltaic Draugh</i>	Ev	Harm	T	494
39	<i>Markar's Relocation</i>	Al	Teleport	G	458	55	<i>Draught of Jiva</i>	Ev	Harm	T	429
39	<i>Ro Portal</i>	Al	Teleport	G	470	55	<i>Lure of Flame</i>	Ev	Fire/Ht	T	457
39	<i>Shifting Sight</i>	Dv	Vision	T	476	55	<i>Plainsight</i>	Dv	Vision	Y	463
39	<i>Tishan's Relocation</i>	Al	Teleport	G	491	55	<i>Tears of Solusek</i>	Ev	Fire/Ht	S	490
39	<i>West Portal</i>	Al	Teleport	G	495	56	<i>Jyll's Zephyr of Ice</i>	Ev	Ice/Cold	O	453
44	<i>Arch Shielding</i>	Ab	Shield	Y	411	56	<i>Markar's Discord</i>	Ev	Harm	T	458
44	<i>Conflagration</i>	Ev	Fire/Ht	T	423	56	<i>Retribution of Al'Kabor</i>	Ev	Ice/Cold	A	468
44	<i>Diamondskin</i>	Ab	Shield	Y	426	57	<i>Draught of Ice</i>	Ev	Ice/Cold	T	428
44	<i>Elemental Armor</i>	Ab	Shield	Y	429	57	<i>Evacuate</i>	Al	Teleport	G	434
44	<i>Evacuate: Nek</i>	Al	Teleport	G	434	57	<i>Eye of Tallon</i>	Cn	Vision	Y	436
44	<i>Force Strike</i>	Ev	Harm	T	440	57	<i>Pillar of Flame</i>	Ev	Fire/Ht	A	463
44	<i>Frost Storm</i>	Ev	Ice/Cold	S	441	58	<i>Fetter</i>	Al	Earth	T	437
44	<i>Gravity Flux</i>	Al	Air/Wthr	A	442	58	<i>Lure of Lightning</i>	Ev	Harm	T	457
46	<i>Alter Plane: Hate</i>	Al	Teleport	G	410	58	<i>Manasink</i>	Ab	Shield	Y	458
46	<i>Alter Plane: Sky</i>	Al	Teleport	G	411	58	<i>Tears of Prexus</i>	Ev	Ice/Cold	S	490
49	<i>Evacuate: West</i>	Al	Teleport	G	434	59	<i>Flam. Sword of Xuzl</i>	Cn	Summon	S	439
49	<i>Ice Comet</i>	Ev	Ice/Cold	T	446	59	<i>Invert Gravity</i>	Al	Air/Wthr	A	452
49	<i>Markar's Clash</i>	Ev	Harm	T	458	59	<i>Jyll's Wave of Heat</i>	Ev	Fire/Ht	O	453
49	<i>Paralyzing Earth</i>	Al	Earth	T	462	59	<i>Venge. of Al'Kabor</i>	Ev	Harm	A	493
49	<i>Rend</i>	Ev	Harm	T	467	60	<i>Disintegrate</i>	Ev	Harm	T	427
49	<i>Supernova</i>	Ev	Fire/Ht	O	487	60	<i>Lure of Ice</i>	Ev	Ice/Cold	T	457
49	<i>Wrath of Al'Kabor</i>	Ev	Ice/Cold	A	497	60	<i>Sunstrike</i>	Ev	Fire/Ht	T	487
51	<i>Ato's Spectral Shackles</i>	Al	Earth	A	411	60	<i>Winds of Gelid</i>	Ev	Ice/Cold	O	496
51	<i>Draught of Fire</i>	Ev	Fire/Ht	T	428						

Player Characters: Wizard

High Elf. High Elves make good Wizards, but their stats are a pace behind the Gnomes' stats in nearly every important category. Like Gnomes, they are accepted by most races and can see in the dark. Don't let the Gnomes' slight advantage dissuade you if you want to play a traditional elven spellcaster.

Human. Humans are not the best choice for Wizards, but their well-rounded stats can provide a solid foundation to build upon. They start out lower on the Intelligence scale, but they help balance that deficiency with their other stats. Add a few Intelligence-buffing items, and there's no reason a Human can't make the 200 Intelligence cap in due time. Like the Erudite, they have no night vision until they acquire *Heat Sight*.

Tactics

Solo

Wizards are the masters of Direct Damage. When using your *Root* spell in combination with your DD spells, you are a force to be reckoned with.

While Wizards at higher levels can Kite using *Bonds of Force*, the most effective tactic is still *Root 'n' Nuke*.

At higher levels, you can take *Root-Direct Damage* tactics to greater extremes. *Root-Bombing* (as it is affectionately known to some Wizards) is a very effective way to level.

However, be careful. *Root-Bombing* a creature that another player-character has already engaged is *Kill Stealing* and a serious

violation of *EverQuest* policies. Solo Wizards are the most notorious for *Kill Stealing*, and those that frequently use this tactic can find themselves at a high level, but with a terrible reputation and no one to group with (or even worse — see **Kill Stealing** in the **Play Nice Policies**, p. 25).

Group

Wizards are the masters of offensive spells, although you're painfully low in hit points.

In groups, Wizards have two roles, *Nuker* and *Group Gater*.

In general, allow the fighters to dish out around 20 percent damage to a mob before casting at it. Once this has happened, you can begin to throw *Direct Damage* spells, but cautiously — too many *Direct Damage* spells cast in succession will taunt the mob onto you, and that means more work for the tanks.

At higher levels, you also have a *stun* line of spells, which should be used (and used often) to prevent mobs from attacking. Stuns can also interrupt NPC spellcasting.

Should an NPC aggro on you it is important not to run, since running will make it harder for the tanks to taunt the enemy back off you.

Your other group function is *group gating*. There are two types of *group gate* — *Portal* and *Evacuate*. *Evacuate* spells have shorter casting times, but have a greater chance of leaving someone behind. (*Portal* spells are usually the better choice, because you really don't want to strand someone alone with an angry mob.) You should always have one of these spells memorized and ready to go.

Tips

Offense. Wizards are very good at offense, with many powerful spells. You have the most damage potential in the shortest amount of time; however, it is difficult (if not impossible) to hit anything 6 levels or more above your own level. Unfortunately, you're in the only pure casting class without pets.

Defense. You're bad at defense, vulnerable to attack (because of your low armor class), and have few hit points. This is a good reason for you to stick with a party, rather than solo, and to belong to a guild. If you prefer to solo, consider creating a Magician or Necromancer instead, as those classes are much better for soloing.

Embrace limitations. Stop carrying a weapon by the time you reach level 20. Try relying on spells alone once your level is high enough and you have a good, well-rounded spellbook.

Armor. The first wearable armor for Wizards comes off of Orc pawns. Cloth armor is also sold in shops.

Teleporting. Wizards can teleport (which is a good defense, in a way) and this is an excellent commodity to sell ... as long as you don't mind constant requests for teleports from everyone.

Only a Wizard can take people to the Planes of Sky and Hate, but you should exercise caution in doing so. The components are expensive, and the planes are deadly to any but the toughest groups (in fact, you must be at least level 46 to even attempt either of these planes).

Immobilization. Early in your career you get immobilization spells, which help in defense, as long as you watch your mana supply.

Mana conservation. You need to know how much damage your spells inflict and how much they cost to cast. It may seem to be drudgery at first, but it becomes second nature, and will save your life at times. When you drop to low mana, you become a juicy target for any monster. Consider keeping your mana level between 60-80% during a battle, because you may be asked to evacuate the group with a teleport spell.

Fizzles. Keep practicing your spells and keep the skills you use maxed out for your level. Once the skill gets high enough, fizzles occur rarely.

Research. Wait until level 20, then throw everything into practicing research. Remember to put a practice point in the Research skill and obtain a Lexicon (usually from your guild vendor). There are two runes that have to be put into the Lexicon before you can make any spells.

Meditating. This is simply recharging your mana. For a level 10+ Wizard who is part of a group, one strategy is to cast a strong (and costly) damage spell at the beginning, go meditate during the middle of the battle, and be ready to cast *Root* or another strong damage spell at the end.

Area of Effect spells. In a train situation, these spells need special circumstances — a nice tight area, plenty of crowd control for the monsters about to attack you, and no new spawns in the nearby area waiting to start their own train. *Icestrike* and *Firestorm* are great for low-level Wizards. Immobilize

Player Characters: Wizard

the target with *Root*, cast *Icestrike* or *Firestorm*, let the beast take all the hits, and then repeat.

Stun spells. You'll eventually obtain a couple of Stun spells, which can be your best spells. If a Stun spell sticks, it gives you instant control of a situation. (Higher-level monsters have higher magic resistance, which makes it harder to make these spells stick.) However, bear in mind that Stun spells only last so long — have an immobilization spell ready, just in case.

Interruptions. If a monster is going to hit you while you're casting a spell (for example, when *Root* times out), go ahead and take the hit, and then cast your spell before the monster has the chance to hit you again. That way, you get the spell off without being interrupted.

Dodge. Beginning at level 22, you can practice Dodge. Levels 20-24 are difficult, so you get plenty of opportunities to practice Dodge right off the bat.

Specialization

Note: Also see **Specialization**, page 236.

There is really only one choice for Wizards: Evocation. In battle, Wizards are the bastions of destruction.

Races

Barbarian

by Ester Ann Sauter

The mighty Wolves of the North, followers of The Tribunal, fierce Warriors, wise Shamans and crafty Rogues – these inhabitants of the icy plains of Everfrost are some of the most formidable on Norrath.

Halas is the Barbarians' home city. It lies in the cold and desolate wastelands of the far north. It is dangerous to those for whom the Barbarians have no love, and these fierce beings have little tolerance towards most other races. Those who worship an evil god such as Cazic Thule or Innoruuk should be especially wary, for the Wolves will attack such worshippers as soon as they recognize their allegiance.

They are an isolationist people, though they do associate with their Human cousins, and will tolerate the snobbish Erudites. Their homeland contains the caverns of Permafrost, where many adventure but few return. Some say a great and terrible creature dwells in that place, but few have lived to tell about it.

Most Barbarians choose to be Warriors. Their large stature allows them to bash opponents, and the sight of blood fills them with glee. Their strength is formidable, but they do suffer from the same vision limitations as their Human cousins.

Some Barbarians choose to dabble in the natural magics of Shamanism. The Tribunal grants them great power and knowledge of herb lore. Their skills in Alchemy are sought after in the community, and across Norrath.

The few Barbarians who desire stealth are Rogues. Only a fool believes these large beings are awkward and clumsy. They are crafty, and can use their deceptive appearance to their advantage.

Tips

Pull up roots. As a Barbarian, it's relatively easy to live in other cities as long as you can make it through the wilderness. The only places you want to avoid are the "dark" cities that are home to Iksar, Ogres, Trolls and Dark Elves – Barbarians are KOS to them.

Pound 'em. Barbarians have the innate ability to Slam their opponents, which has a chance of stunning them. Rogues especially benefit from this at higher levels.

Wear steel. Barbarians can wear medium or large armor, the only race with both of those options.

Start at home. The starting city of Halas has plenty of lucrative quests, and the beasts in the nearby wilderness have a reputation for carrying lots of coins.

Character Creation: Barbarian



Starting City Halas

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Slam, +10 Cold Resistance
(also Unenhanced Vision, Medium or Large Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Rogue</i>	103	95	92	80	70	60	55	30
<i>Shaman</i>	103	100	82	70	80	60	60	30
<i>Warrior</i>	113	105	87	70	70	60	55	25

Dark Elf

by Julien Beasley

Dark Elves are the epitome of evil in Norrath. Vicious, cruel and extremely intelligent, Dark Elves are perhaps the most feared race in all of Norrath. They are twisted perversions of the Elven race, created by Innoruuk, the Prince of Hate. Dark Elves hate all other races passionately: indeed, their fundamental belief is that through hate, they shall conquer Norrath. The “good” races are pitiful insects meant to be exterminated, while the Troll and Ogre races are tolerated only for their use as tools to further the glory of Neriak. Dark Elves did not take the time to form a logical reaction to Iksar — they simply attack them on sight.

Love, mercy and compassion are pitiful traits displayed by the weak worshippers of other gods. Honor and valor are laughable delusions for those who lack the strength to act ruthlessly. Dark Elves act with cunning and ruthlessness, their motives fueled by the ever-burning hate in their hearts.

In Neriak, the Necromancer rules supreme. Necromancers are feared and respected, as they should be, and rule Neriak from their ghoulguarded stronghold behind Neriak’s third gate. In other cities, however, Dark Elves are feared and generally killed on sight. Merchants who do not overtly attack Dark Elves will nevertheless refuse to trade with them. Grobb and Oggok are the only other cities where Dark Elves may walk and trade freely.

As children of the shadow, Dark Elves are blessed with ultravision. While the other races stumble blindly in the night, the Dark

Elf sees as clearly as if it were the day. Dark Elves also have the innate ability to hide, concealing themselves from sight instantaneously.

Intelligence is one of the Dark Elf’s prime traits. Therefore, Dark Elves make excellent Necromancers, Wizards, Enchanters or Magicians. Although one might think that the path of hatred forbids healing, Dark Elves make very good Clerics. Dark Elves have no ban against healing others — they simply use healing as yet another tool to further the cause of evil. While not superbly strong, Dark Elves nevertheless make formidable Warriors, Shadow Knights and Rogues.

Despite the prejudice against them, Dark Elves are spread throughout Norrath. Some choose to stay within the confines of the evil regions, while others adventure with and “befriend” the good races, using them as tools to further their nefarious goals. Adventurers meeting Dark Elves will find them calculating and confident, for they know that one day they shall rule Norrath.

Travel and Faction

Find the back door. As a Dark Elf, traveling to other cities is difficult. You’ll have to resort to being sneaky and covert. Antonica’s port cities all have underground caves or sewers you can use to bypass the guards at the gate. Look (or ask around) for a secret entrance hidden in the exterior walls.

Character Creation: Dark Elf

You can sneak into a port city and grab a boat bound elsewhere, but that usually also means jumping ship as you reach the next city. (On the other hand, that's better than facing KOS guards.)

Make nice. Another way to get into non-evil cities is to kill other races that are hated there. This raises your faction standing with guards and commoners alike who are native to that city. (Of course, you aren't helping your standing with the friends and family of your victims)

To get into Freeport, kill Orcs. To get into Qeynos, kill Gnolls. To get into Kaladim, kill the Orcs and Goblins that can be found throughout Faydwer. There are also several camps of named Dwarvish Rogues in southern Butcherblock who can be killed to improve your faction with the city Dwarves.

To get back in good standing with the Indigo Brotherhood in Neriak, kill Elven slaves.

Freeport faction. Try the "Note" quests in the tunnels of Freeport — this will raise your faction standing with the guards in Freeport (as well as raising it a bit in Qeynos).

Trouble with Freeport shops? Seek out Pardor the Blessed and the Shady Swashbuckler.

Dark Elf faction is initially dubious with most other races, but eventually (specifically, by killing lots of Crushbone Orcs), even the other Elves can become amiable. Killing Orcs employs a double-edged blade, however, so only do so if you've left Neriak for good.

Completing evil-oriented quests in Neriak will raise faction with the guards there.

Choose not to choose. Agnostics get poorer service in Neriak than followers of Innoruuk. However, agnostics do better with most other races than followers of the Prince of Hate.

Agnostics can sometimes get guards in Neriak friendly by getting them drunk. Give them bottle after bottle of red wine (especially the one guarding the letter of Innoruuk), and they'll eventually be friendlier.

Other Tips

Disappear. Dark Elves can Hide and have ultravision. Use both to best advantage.

Take quiet time. Hiding can come in handy if you get the urge to sit down and meditate for awhile. However, Hiding is only a temporary way of avoiding creatures, and should not be relied upon completely.

Hunt a chest (Necromancers). Dark Elves acquire a lot of things, but can't get containers very easily at low levels. So, the Necromancer guild quest is a good way to pick up a storage container early on. (It doesn't pay you much, but you receive a chest for your efforts.)



Starting City Neriak

Racial Tensions Barbarians, Dwarves, Erudites, Gnomes, Half Elves, Halflings, High Elves, Humans, Iksar, Wood Elves

Special Abilities Ultravision, Hide (50) (also Small or Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	65	70	90	75	93	99	60	30
<i>Enchanter</i>	60	65	90	75	83	109	70	30
<i>Magician</i>	60	75	90	75	83	109	60	30
<i>Necromancer</i>	60	65	90	85	83	109	60	30
<i>Rogue</i>	60	65	100	85	83	99	60	30
<i>Shadow Knight</i>	70	70	90	75	83	109	65	20
<i>Warrior</i>	70	75	90	75	83	99	60	25
<i>Wizard</i>	60	75	90	75	93	109	60	30

Dwarf

by Ester Ann Sauter

Brell Serilis created the Dwarves, who live in the underground city of Kaladim. Warriors, Clerics, Rogues and Paladins, nearly all of these strong, sturdy beings are loyal to Brell, and allied with his other creations, the Gnomes. They are also friendly with the Elves with whom they share their continent, and helped fund the expedition to Kunark to rescue Firiona Vie.

They have an innate sense of direction, and have more Stamina than most. This makes them hardy Warriors, as they can fight longer and take more punishment. They also excel as Paladins — they are Brell's only warrior priests. They are unsurpassed as Clerics, for they are wise and strong. Many adventurers feel blessed to have a Dwarven Cleric adventuring alongside them.

Dwarves can also be Rogues, and with their naturally high Dexterity they can Sneak and Hide with the best of them.

Though not pretty to look upon, Dwarves have a certain charm. They excel at drinking; in fact, not a few are master brewers, as a tribute to their heritage. Rumor has it that they consider ale a holy water, and the massive consumption of it is akin to a sacramental blessing. Though the priests deny this, their swaying tends to make some doubt their veracity. Wonderful dancers, they will try to charm any comely youth they come across. Though they can be gruff at times, they are loyal and brave.

Dwarves guard the western shores of Faydwer against their sworn enemies, the Ogres. They have no love for Dark Elves or Trolls either. To further this purpose, they are allied with the Humans of Freeport, and have diplomatic relations with High Pass and Qeynos. The Barbarians, who are more militant than most in their hatreds, find the Dwarven racial biases a refreshing change from the wishy-washy attitudes of other races.

Kaladim exports gems to other cities. Freeport especially buys all the gems they can from their Dwarven neighbors. King Kazom Stormhammer, the current leader of the underground city of Kaladim, is wise, and understands that trade is the best way to cement peaceful relations with other races.

Tips

Sense Heading. Dwarves have a great sense of direction, so use Sense Heading as much as you can early on. Learn your starting area before you wander out into the wild, and always know which direction is “safe.”

Paladin. The Dwarven Paladin is an oft overlooked combination. Examine the stats, and you'll see why Dwarves make great Paladins.

Faction. Take on the Bone Chip quest early (talk to NPCs near the Paladin guild in Kaladim) — it'll boost your level and give you some notable items.



Starting City Kaladim

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision, Sense Direction (50), +5 Poison, Magic Resistance (also Small Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	95	95	70	90	93	60	45	30
<i>Paladin</i>	100	95	70	90	88	60	55	20
<i>Rogue</i>	90	90	80	100	83	60	45	30
<i>Warrior</i>	100	100	75	90	83	60	45	25

Erudite

by Jason Mash "Jacinn Masche"

The god Mithaniel Marr, The Lightbringer, and his sister Erolissi Marr, the Queen of Love, created the Barbarians together. From the Barbarians came the Humans and from the Humans came the Erudites. They are the most intelligent and magically powerful race in all of Norrath. There are few Erudites that cannot use magic. However, they detest physical labor, and so their bodies tend to remain frail and weak. They came from a society of Humans, led by a man named Erud, who found the civil wars happening between their people barbaric and a step back toward the uncivilized brutishness from which they had arisen.

They fled to Odus, a new land owned by a single race of proud cat-people called the Kerran. They drove the Kerran from their homes and took the land for themselves. They multiplied and began gathering magical artifacts from across the land, to research and expand their powers and minds. They also discovered dangerous dark magics which they labeled forbidden, but the very curiosity that caused the Erudites to explore far and wide to find these magics drove a rebel group to delve into them.

The rebels were lead by a man called Miragul, and they created the fourth school of magic, Necromancy. The Enchanters, Mages and Wizards of Erudin soon found out what Miragul and his students were scheming, and another civil war broke out, much like the ones the Erudites had left behind when they came to Odus. Only this time it was fought with magic rather than with weapons. The casualties were great, and

the war ended with a single powerful blast that left a vast hole in the land. The rebels took refuge within the walls of this crater, a terrible reminder of the price for their power. This place is called Paineel. It is very difficult to reach, and all but Necromancers and Shadow Knights are likely to giving up their lives by stepping inside its walls.

The Erudite race is famed for intellectual prowess, and they are revered as the High Men of Norrath. They are rather upscale, and believe themselves to be superior to all other races. This might bring them respect from the world, but certainly not favor.

Erudites are a highly sophisticated and intelligent people. For the most part, they are peaceful, and just wish to be left alone to pursue their scholarly goals. They dwell in the beautiful city of Erudin, a city renowned for its library. Erudites, with their high Intelligence, are most suited to the magic-using classes. They believe physical prowess and muscles to be ugly, and wish no part of them. Erudin is an excellent place to begin a career as a caster, as the city was founded in order to pursue the mystical arts. The other possible Erudite classes – Paladins, Shadow Knights and Clerics (especially) – are all quite rare.



Tips

Max it out. If you're going to play an INT-caster — and that's the best reason to be an Erudite — even though you start with a very high INT, you're still better off allocating as many points as possible to Intelligence at the outset, since this determines your maximum mana at each level.

Blind, blind, blind. Erudites lack the ability to see in the dark, greatly limiting their powers at night. This makes the Tox forest area quite an obstacle for low-level characters.

Ripped. Due to their rude manners, Erudites often get bum deals from merchants in other towns. Hometown shops do have their advantages.

Get the goodies. If you chose Quellios as your deity, you can find a lot of quests at the Temple of Quellios. Some of them can even be completed more than once.

Pick it up. Because they're so intelligent, Erudites have no problem with the learning curve, and can pick new knowledge in no time flat. Languages? No problem. Skills? Even less of a problem.

Hunting. Some Erudites prefer to do their low-level killing in Qeynos or Halas — they claim that the loot's better there.

However, if you're an Erudite Necromancer, don't go to Qeynos directly. The guards will kill you on sight. You can, however, take a boat and dive off before it docks. Under the dock, there's an entrance to the Qeynos aqueduct system.

Character Creation: Erudite



Starting Cities Erudin, Paineel

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities +5 Magic Resistance, -5 Disease Resistance (also Unenhanced Vision, Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	65	75	70	70	93	107	70	30
<i>Shadow Knight</i>	70	75	70	70	83	117	75	20
<i>Enchanter</i>	60	70	70	70	83	117	80	30
<i>Magician</i>	60	80	70	70	83	117	70	30
<i>Necromancer</i>	60	70	70	80	83	117	70	30
<i>Paladin</i>	70	75	70	70	88	107	80	20
<i>Wizard</i>	60	80	70	70	83	117	70	30

Gnome

by Sasreyna, Gnome Wizard (Tunare)

Wiry and gnarled, deft in both hand and mind, Gnomes are the second race created by Brell Serilis. Short in stature, but tall in intellect, the Gnomes have built one of the most unique cities in all of Norrath. Their natural proclivity for all things mechanical has lead them to create a society which depends upon clockwork machines to do all of the menial work in the city. Gnomes are graced with high Intelligence, high Dexterity and high Agility, but suffer in both physical Strength and natural Wisdom. Their gnarled appearance also leaves them a little short in the natural Charisma department.

The Intelligence of Gnomes tends to be greater than that of High Elves and is surpassed only by Erudites. As such, Gnomish magic users (Enchanters, Wizards, Magicians and Necromancers) are very powerful and highly renowned. While their Agility and Dexterity are not as high as that of Wood Elves or Halflings, Gnome Rogues are also frequently seen in Norrath. The low Strength of Gnomes makes the career of Gnome Warriors very challenging. Because of their low Wisdom, the same is true of Gnome Clerics.

Most Gnomes worship their creator, Brell Serilis, although Warriors frequently worship Rallos Zek, and likewise many a Rogue is a follower of Bristlebane. Agnostic Gnomes are frequently seen dashing about Norrath. Some Gnome Wizards adhere to the precepts of Solusek Ro. Gnomes are basically a good race, but some (especially the Necromancers) have strayed from this path. Gnome Necromancers worship only Bertoxxulous, the Plague Bringer, and thus risk shunning, if

not out-right violence, from all, even the Gnomes of their home city of Ak'Anon.

All Gnomes possess a natural affinity for things mechanical, and at beginning at level 16 they can exhibit this through their skill at Tinkering. It is not uncommon to see Gnomish tinkered bait, collapsible fishing poles and Gnomish fireworks in your travels. Some tinkered objects, like Tinkered Rebreathers, which can only be made at high skill level, are highly sought by other adventurers in Norrath.

The natural inquisitiveness of Gnomes leads Gnome adventurers all over Norrath. Gnomish astronomical observatories are located in several areas of Faydwer. The Gnomish Windmills in the Steamfont Mountains are the only place to purchase metal ore in all of Faydwer. Also, the Gnome city of Ak'Anon contains one of the only two magical libraries in all of Norrath. Only the Erudites have a library rivaling its stature. Good magic users of all types travel to the Library Mechanimagica to get rare spells.

Familiarity has not bred contempt; Gnome magic-users take full advantage of this library, and its merchants, as well.

Gnomes are the smallest race in Norrath, and are often the brunt of jokes from members of other races. However, the quick intellect of Gnomes makes them more than a match for the feeble barbs of brutish, hulking members of other races. Gnomes can frequently be seen scoffing at the humorous attempts at mechanical devices provided by some of the other races.

Character Creation: Gnome

Tips

Sitting ducks. As cruel as it seems, you can hunt at the Ak'Anon zoo. This doesn't appear favorably in your faction record with the "good" citizens, but the Dark Reflection faction sure likes you afterward.

Five-finger discount. Gnomes make good Rogues, especially if you boost their low stamina. (Their high Intelligence helps you learn skills more quickly at higher levels.)

Ten-finger talent. Practice Tinkering whenever possible. High-level products are valuable wherever you go.



Starting City Ak'Anon

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision, Tinkering at level 16 (also Small Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	65	75	85	85	77	98	60	30
<i>Enchanter</i>	60	70	85	85	67	108	70	30
<i>Magician</i>	60	80	85	85	67	108	60	30
<i>Necromancer</i>	60	70	85	95	67	108	60	30
<i>Rogue</i>	60	70	95	95	67	98	60	30
<i>Warrior</i>	70	80	90	85	67	98	60	25
<i>Wizard</i>	60	80	85	85	67	108	60	30

Half Elf

by Alan "Absor" VanCouvering

With the world of Norrath being such a hostile place, it's always comforting that your home city, your community, accepts you for who you are. It is there that you can find some solace for the troubles that the world tosses upon you every day. Unless you're a Half Elf. Half Elves are not exactly shunned by their community, but they are never completely welcome either. Born of a Human and a Wood Elf, a Half Elf will be raised in Freeport, Qeynos, Kelethin, or sometimes in the High Elven city of Felwithe. None of these towns are led by Half Elves. None of them contain a significant community of Half Elves. Even the most friendly Half Elf will be an outsider to the Humans or Elves that they live among, despite forming strong bonds with individual Humans or Elves.

Growing up as an outsider can be difficult for anyone. For many Half Elves it is this very feeling of otherness that makes them adventurers. Many become weary of life in the city. These are the Half Elves that join the ranks of the Rangers or Druids, putting their Elven blood to great use. A Half Elf will often feel the pull of nature, of Tunare, in the same way that their Wood Elven kin do. With their Elven blood comes the power to use the magic of nature. Others will become rebels among their own society, turning to thievery or war as a way of striking back. As often as not they become defenders of that very society by the time they've mastered their craft. A few see the need to guard what precious little love and goodness they have seen in their lives. They know that kindness is something far too rare and take up arms and faith to defend

it and join the ranks of the Paladins. Others realize that they are no more of an outsider to the Humans and the Elves than they are to the Dwarves and Gnomes. They latch onto this feeling of belonging equally to all cultures. They feel comfortable in Halas, for the odd looks that they see there are no different than the odd looks they garnered at home. These Half Elves are aggressively recruited by the Society of Antonican Bards, for they tend to be travelers and peacemakers by nature.

But the life of a Half Elf isn't made up entirely of dealing with the negatives of their uneven blood. Half Elves are blessed with the good characteristics of both of their parents. They tend to be bulkier and stronger than Wood Elves, while retaining much of their quickness and affinity for nature. They also tend to have Elven accents to their features – slightly pointy ears and more narrow features. Half-Elves are often the most strikingly beautiful folk in all of Norrath. Perhaps this is another reason why they are so actively recruited by the Antonican Bards ...

Despite their beauty, or perhaps because of it, Half Elves are not welcome in the traditional strongholds of evil, such as Neriak, Grobb or Oggok. To the denizens of these dark places they are just another version of Elf, food for the pot or victims for the rack. A Half Elf shouldn't expect any special treatment from a Dark Elf just because the people of Kelethin think he looks funny. And the Iksar, well, they don't like anyone anyway.

Character Creation: Half Elf

It is the nature of a Half Elf to be a separate being, apart from their cousins. But it is that very nature that also makes them strong, wise and adventurous. They can become fast friends with those that accept them for who they are instead of seeing them only as half-breeds. By the time they pass through their childhood and their guild training they have also become resilient, resourceful and quick-witted. Don't let a gleaming smile fool you, a Half Elf is far more than just a pretty face.

Tips

Career counseling. This isn't the wisest race – so avoid classes that rely on high Wisdom.

Track for cash. Half Elf Rangers and Druids can Track. Other characters will often pay handsomely for you to locate a specific creature.



Starting Cities Qeynos, Freeport, Kelethin, Felwithe

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision (also Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Bard</i>	75	70	90	95	60	75	85	25
<i>Druid</i>	70	80	90	85	70	75	75	30
<i>Paladin</i>	80	75	90	85	65	75	85	20
<i>Ranger</i>	75	80	100	85	65	75	75	20
<i>Rogue</i>	70	70	100	95	60	75	75	30
<i>Warrior</i>	80	80	95	85	60	75	75	25

Halfling

by Patrick H. Cirelli

If one word could explain Halflings, hospitality would be that word.

No one knows where they originally come from. They appear to be miniature half Human/half Dwarf, hence the name Half-ling. The Halflings reside in the thriving town of Rivervale, which is wedged between Kithicor woods and Misty Thicket. Many travelers from all different walks of life pass through this little town, which is well known for its trade and supplies. Travelers feel at home in Rivervale, and often come back to the only place that you can find fresh baked bixleberry pies and the best ale around.

Halflings are humble, laid-back types who enjoy life to its fullest. A typical day for a Halfling ends with him propping his hairy feet up on a stool and smoking his cob pipe after a hard day's work on the farm. Besides being farmers, Halflings also take up other trades like fishermen, crafters and merchants. Among the more youthful residents of Rivervale, only a few Halflings, with ambitions beyond being a craftsman, farmer or tradesman, seek adventure beyond the great wall in Misty. These few take the paths of Clerics, Druids, Warriors or Rogues.

Halflings make excellent Warriors and Rogues, due to their naturally high Dexterity and Agility, followed by their innate ability to hide and sneak. Small armor (the only size they can wear) is also easy to find.

Halflings have good base Wisdom, which the Druids and Clerics take advantage of. They also have been blessed with infrared vision, which allows them navigate through those dark forests at night with ease.

Their primary downfall is that they aren't necessarily the most appealing class in Norrath when it comes to beauty. After all, if someone with hairy feet and a receding hairline, standing only waist high came into your shop, wouldn't you be a bit apprehensive about doing business with her?

Halflings never hesitate to offer help to those in need, and get along well with other good races. They are granted access to other good-aligned cities with little or no problem. Although they appear to be harmless little beings at first, many of their enemies find themselves sadly disillusioned when they try to overpower a Halfling. Don't ever get on a Halfling's bad side, they pack more punch than you might expect; and always be careful where you step, especially when you're around their jum-jum fields.

Tips

Shrub-huggers. According to many players, Halfling Druids are a great race/class combination.

Easy to miss. Halflings have good Dexterity and Agility, so they're able to evade shots and don't get hit as often in combat.

Home sweet home. Halflings are very fond of their home continent. Even those that wander about Norrath eventually return home.

Character Creation: Halfling



Starting City Rivervale

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision, Sneak (50), Hide (50), +5 Poison, Disease Resistance (also Small Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	75	80	95	90	90	67	50	30
<i>Druid</i>	70	85	95	90	90	67	50	30
<i>Rogue</i>	70	75	105	100	80	67	50	30
<i>Warrior</i>	80	85	100	90	80	47	50	25

High Elf

by Jason Mash "Cimmerone Di'Amante"

The Elven people recognize three distinct races; there are the wild and free Wood Elves, the evil Dark Elves, and the High Elves. Dignified, heroic, eloquent and intelligent, they are the "nobility" of the Elven race, and their home shows that. It is a pleasant mix between a castle and wilderness, with marble walkways and buildings.

The Elves were created by Tunare, and have time and time again fallen into disfavor with other gods. Innoruuk abducted the High Elf royalty and warped them into the Dark Elves. The Elven home on Tunaria was destroyed, the forest turned to desert by the Burning Prince Solusek Ro. Forced to flee from what had been their home for thousands of years, they were hemmed in by their hated enemies the Dark Elves. The good Elves fled from Tunaria, where they had made their home so many years ago, and began anew in Faydwer.

On the entire continent they have only one enemy, the Crushbone Orcs. Between themselves and the other races of Faydwer they've had to keep the Orcs under constant siege. The High Elven Council believe that even the Orcs' alliance with the Dark Elves can't save them from the Elves of Faydwer, and sooner or later the Crushbone Orcs will have to flee.

The wilderness of Greater Faydark has few other real threats to Elven adventures. A few wolves and skeletons and a small race known as the Brownies who hardly make their presence known unless you approach their home in Lesser Faydark. Few have found the tiny home of the Brownies and lived to tell about it.

The continent is also home to the Wood Elves, the Dwarves and the Gnomes. None of these is particularly unfriendly to the high ones, though a few might be turned off by the High Elves haughty attitude, and won't do business with strange High Elves until they prove themselves to them.

The High Elves are much more intellectual than their woodland kin. They share the appearance of the Wood Elves, but are thinner, more beautiful, and paler in complexion. They are the magic users of the Elves; they pride themselves on their magical abilities, and waste no time letting others know about it.

Tips

Sharp as daggers. High Elves are true masters of magic because you possess both high Wisdom and Intelligence, something no other race can claim.

Frail as toothpicks. Learn to travel light. Your frail back just can't take any excess weight. So, try to find a weightless container as soon as you can.

Talk in tongues. Remember, you can speak Elven. Take advantage of this when you need to be discreet.

Faction. Faction standing can be a problem for High Elves who wish to visit darker cities associated with Iksar, Ogres, Trolls and Dark Elves.

On the flip side, High Elves don't have the faction problems that Dark Elves do.

Character Creation: High Elf

Humans find you dubious, Dwarven merchants don't really like you, and Gnomes don't especially like conversing with you, but they won't kill you on sight.

Most High Elves are killed on sight at Cabilis, Grobb, Neriak and Oggok, but if your nature is rather dark, you might get in by killing the right enemies.



Starting City Felwithe

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision (also Small or Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Cleric</i>	60	70	85	70	105	92	80	30
<i>Enchanter</i>	55	65	85	70	95	102	90	30
<i>Magician</i>	55	75	85	70	95	102	80	30
<i>Paladin</i>	65	70	85	70	100	92	90	20
<i>Wizard</i>	55	75	85	70	95	102	80	30

Human

by Dador Caduceus, Realm of Valor (Mithaniel Marr)

Humans in Norrath are often said to be the yardstick by which all other races are measured. More importantly, Humans exhibit a number of good characteristics that make their selection as a first character a viable option. Though visually challenged at night, Humans enjoy a balanced stat distribution and the ability to be nearly any class. Shaman is the only class excluded, as Humans are too sophisticated to take part in witch-doctor ways. However, Humans can worship a multitude of gods, depending on their class.

The many choices offered to Humans might be confusing to a beginning player. Don't worry. Thanks to the well-rounded abilities of Humans, simply pick a class to play, read the overview of that class, and jump right in without worrying about stats until you become more familiar with the game.

Humans can start out in either Freeport or Qeynos, depending on the class and deity selected. Both cities offer nearly everything for a beginning character, including supplies, appropriate hunting grounds, and the ability to take part in trade skills and quests. Both cities are seaports and have access to another continent. The south section of Qeynos contains a dock that will let you take the boat to Odus, the home of the Erudites. The east section of Freeport contains a dock that will allow you to travel to the Butcherblock Mountains in Faydwer for some adventuring, or take another boat from there to the harsh lands of Kunark. Qeynos offers the newbie hunting grounds outside of the North gate, Qeynos Hills, and BlackBurrow. Freeport abounds with newbie areas including the East and West gates, the Northern Desert of Ro,

and both the East and West Commonlands.

Arguably the best thing about being a Human is the multitude of choices on how to play the character. A Human can be a loyal Paladin of Mithaniel Marr, a shunned Shadow Knight of Bertoxxulous, a tranquil Monk of Quellious, a damned Wizard of Innoruuk, or one of numerous other combinations.

Whatever class choice you make when becoming a Human, it is a good race when first starting out in the confusing land of Norrath. Many quests exist for the young Humans in both cities, and it is a good learning experience for the new player.

Tips

Allocating Points. Humans are about as middle-of-the-road as you can get. That's not a bad thing, it's just a starting place. There are lots of items that will help buff up your key attributes further once you've allocated your bonus points.

Monks. Humans are one of only two races who can become Monks (along with Iksar). They're the only Monks who don't have major faction issues.

Night blind. One major disadvantage to being Human is the lack of night vision. If you want light as a low-level character, you have to carry a lantern, fire beetle eye or some other light source. At higher levels, you can gain items or spells that help you see.

Remember that no-drop candle, and don't worry about using it up. It lasts forever.

Character Creation: Human



Starting Cities Qeynos, Freeport
Racial Tensions Dark Elves, Iksar, Ogres, Trolls
Special Abilities None (Unenhanced Vision, Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Bard</i>	80	75	75	85	75	75	85	25
<i>Cleric</i>	80	80	75	75	85	75	75	30
<i>Druid</i>	75	85	75	75	85	75	75	30
<i>Enchanter</i>	75	75	75	75	75	85	85	30
<i>Magician</i>	75	85	75	75	75	85	75	30
<i>Monk</i>	80	80	85	85	75	75	75	20
<i>Necromancer</i>	75	75	75	85	75	85	75	30
<i>Paladin</i>	85	80	75	75	80	75	85	20
<i>Ranger</i>	80	85	85	75	80	75	75	20
<i>Rogue</i>	75	75	85	85	75	75	75	30
<i>Shadow Knight</i>	85	80	75	75	75	85	80	20
<i>Warrior</i>	85	85	80	75	75	75	75	25
<i>Wizard</i>	75	85	75	75	75	85	75	30

Iksar

by Sherry Ann Menton

This reptilian race inhabits Cabilis, a city in the middle of the newly discovered continent of Kunark ... newly-discovered to the rest of Norrath, that is, since the Iksar have been here all along. Those same folk who consider Kunark a new discovery, also tend to have a hard time telling one Iksar from another, or even male from female. Of medium size and similar shape, the main difference between Iksar seems to be in the pattern and color of their facial scales, with the females more brightly colored than the males. Although the Iksar's unusual skin gives them regenerative abilities and a higher natural AC, one drawback to being covered in scales is the inability to comfortably wear plate armors.

As a race, the Iksar long ago were slaves to the now-extinct Shissir. After their captivity, the Iksar were empire builders who triumphed over the mighty dragon Ring of Scale, only to be crushed in turn, their ancient stronghold of Sebilis lost to them. The Iksar are a proud race, and hostile to all outsiders, for their history has taught them to trust none but their own kind.

The Iksar have acquired many survival skills over the years. In addition to regenerating hit points faster than most other races, the Iksar have natural damage absorption and are more resistant to heat, although they are somewhat more susceptible to the cold. Iksar are excellent swimmers, and since Cabilis itself has waterways rather than roads, this skill can be put to good use immediately. Iksar also have a natural ability to forage, and while they never become good at this,

it's at least enough to keep them from starving. Living off the land is especially important for the travelling Iksar. Heat-based night vision lets them see in the dark better than Humankind, though not so well as the Dark Elves.

As a young Iksar in Cabilis, you start out far from the familiar hunting grounds of Antonica or Faydwer, and you should not plan to visit there any time soon. Cleave to your homeland, for there is enough adventuring in just the four areas surrounding the city to fuel your rise to your 30th level, and even beyond. You are the only race truly at home on Kunark, so take advantage of it.

Tips

Grow another one. Iksar have enhanced regenerative powers. Like Trolls, they're hard to keep down. As soon as they get up, tanks should be ready to do quick damage, and casters should have the next spell locked and loaded.

Aqua lizard. Iksar are excellent swimmers, right off the bat. That's helpful more often than might be expected. Keep in mind that even though some port cities have underwater entrances (through sewers or whatever), even the dark races residing within aren't friendly.

Know the score. Iksar are a remarkably rounded-out race ... not short, not weak, not night-blind. Their Monks have an

Character Creation: Iksar

alternative skill (the Tail Rake) and can Dual Wield, and in general, Iksar are excellent tanks and casters. The drawback, and it's a big drawback, is that they're universally despised and feared. Of course, that has its own charm, in a way.

Forage. Lizards aren't particular about what they eat ... or rather, what they like isn't too hard to find. Extra legs don't bother them, shall we say. Living off the land is much better than trying to buy provisions from foreign merchants who — let's say it one more time — all hate Iksar.

Train the tail. Iksar are the only one who can flail a tail ... work it for all it's worth.

Stay at home. There are many quests and lots of hunting in Kunark. Curious Iksar should be dead certain they're ready to face a hostile world — in a large group — before leaving Kunark to explore the rest of Norrath.

Don't trust anyone. Just because an Iksar is a "dark" race, it doesn't mean that other dark races are friendly. Nobody likes you, and you don't like anyone else. Gregarious Iksar should stay outside the city limits and see if any passing groups are looking for a scaly tank, caster or healer.

Put it off. Avoid the Dreadlands and the Frontier Mountains — neither place is safe for a young Iksar.

"Hail, there, boatman," the Halfling said. "Where, along this canal, may a wanderer, such as myself, find a peaceful night's rest?"

The Iksar pushed his pole so that his flatbottom ferry would nestle closer to the small, pale customer. His reptilian eyes warily studied the little creature. After a beat, he replied, "No man such as you can rest peacefully within these walls, traveler."

The Halfling put his hand on his sword hilt and tried to stand taller. "Can you take me to an inn or not?"

"That, I can do," the boatman said with a sneer, "as long as you make no conditions on your safety ..."



Starting City Cabilis (New Sebilis)

Racial Tensions All

Special Abilities Infravision, +5 Heat Resistance, -10 Cold Resistance, AC +12, Swim (100), Forage (50), Enhanced Regeneration (also Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
Monk	75	75	100	95	80	75	55	20
Necromancer	70	70	90	95	80	85	55	30
Shadow Knight	80	75	90	85	80	85	60	20
Shaman	70	75	90	85	90	75	60	30
Warrior	80	80	95	85	80	75	55	25

Ogre

by Dave Harrod & Gimme Gudderarmur (Erolissi Marr)

Created by the God of War, and cursed by the other gods, the life of an Ogre is inherently a difficult one. Physically the strongest of all of Norrath's races, the Ogre is naturally a Warrior-based race. To fully understand an Ogre, you must first learn of its history upon Norrath.

When the races first appeared on Norrath, the God of War, Rallos Zek, created races that would be bred for war. Thus were born the Giants, and Goblins, later to be followed by Ogres and Orcs. Possessing high strength and the abilities of powerful magics, the army of Rallos Zek was unstoppable. Beaming with pride, Rallos Zek watched other races fall before his devastating army. Feeling far superior, he personally led his army to the planes of power to defeat the lesser gods of Norrath. Angered, the other gods rose up against Rallos Zek, permanently sealing the planes of power from mortals and lesser gods, as well as cursing his children. The giants were almost completely slaughtered, the orcs reduced to a primitive version of the race's former self, the Ogres stricken dumb, and the fate of the goblins was so drastic that no record remains of their fate. Those that survived barely resemble their former glory.

Since this is meant for the Ogres, the fate of the other cursed races shall be left to the history books. Remember, while the Ogres are naturally Warriors, magic still courses through their blood. Scarcely the power that they once possessed, they still retain a sufficient amount to become Shamans and Shadow Knights, as well as Warriors.

Being physically stout, Ogres have an advantage over other races in that they can survive more hits and deal out more damage. Unfortunately, their large physical stature also sets them apart from other races when it comes to fitting into close quarters. Their former dominance of the other races has created an animosity amongst them that is an unwritten war. Although there aren't formal battles waged, or borders drawn, it is common knowledge that Ogres cannot enter the cities of the good races without first proving themselves to those races. Sometimes this is at the cost of banishing themselves from their own homelands. Ogres have a good relationship with their neighboring Trolls, and a tentative relationship with Dark Elves. Ogres and Trolls are the only races that are attacked on sight by aviaks.

Tips

Strong but slow. Ogres have the highest base hit point value, which means they can absorb a lot of blows. However, Ogres aren't so hot at evading strikes.

Play porter. Ogres can carry an amazing amount of loot. Make friends with powerful casters by offering to carry their extra stuff.

Bash 'em. Ogres can naturally Slam their opponents, and can greatly improve the effect of their Slam by Bashing. (Of course, that's only after a few levels. Shamans don't get Bash at all.)

Don't eat your friends. Ogres aren't much liked by others – perhaps because they enjoy munching on their opponents. But people

who have forged a friendship with an Ogre actually find them extremely helpful.

Got problem wit dat? Ogres have a small vocabulary, which is a lot of fun to roleplay.

Train at home. Don't travel beyond Oggok, Grobb and Neriak until you've leveled up a bit – merchants elsewhere don't like to sell to you. Some NPCs will even kill you on sight.

Don't eat the merchants, either. Ogres usually get bad prices in other towns due to low Charisma ... or just because merchants elsewhere figure they're too dumb to notice.

Gotta hate stumpies. Other races can improve their standing with Ogres by smashing up Dwarven slaves in Crushbone.



Starting City	Oggok							
Racial Tensions	Barbarians, Dwarves, Erudites, Gnomes, Half Elves, Halflings, High Elves, Humans, Iksar, Wood Elves							
Special Abilities	Infravision, Slam, -20 Heat Resistance, Enhanced Regeneration (also Large Armor)							

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
Shadow Knight	140	127	70	70	67	70	42	20
Shaman	130	127	70	70	77	60	42	30
Warrior	140	132	75	70	67	60	37	25

Troll *by Sherry Ann Menton*

Trolls are roughly eight feet tall and correspondingly wide, with green skin and eyes of just about every color imaginable. By all accounts bathing does not figure highly in their culture, and Trolls are singularly lacking in good looks, intelligence, charming manners, and ... well, you get the idea. Male Trolls have faces that only their mothers could love, and as for female Trolls... don't be surprised to see the male Trolls courting Barbarian women instead.

Despite their prominent noses, Trolls are at home in the smells and muck of Innothule Swamp, where their city of Grobb can be found. Composed mostly of caverns with a bit of open space, Grobb is a small city that produces few locally made trade goods, though there are enough merchants and teachers to meet the needs of the local population. The nearby city of Oggok can supply anything Grobb can't, so long as the travelling Troll hasn't done anything to upset the equally slow-witted Ogres. For reasons that should be obvious, the good races do not welcome Trolls.

Trolls excel at being strong and sturdy. They have natural regenerative ability, as well as the Slam combat skill. Along with this physical prowess comes physical bulk, however. If a Troll blocks your way through a tight passage, he's probably just forgotten he takes up the whole space. A polite "Large sir, could you please step aside to allow me passage" might suffice, or if all else fails, try "Hey fatty, outta da way!" and be prepared to run out of his range very quickly.

Innothule Swamp is a fertile hunting ground for young Trolls, who navigate the murky swamp with the assistance of their night vision. Innothule also contains the entrance to Guk, a high level dungeon. Some Trolls start up lucrative fencing operations, buying and selling in Grobb on behalf of the swamp's visitors who are not welcome there. Lucky Trolls may occasionally receive unasked-for handouts from powerful characters going in and out of Guk, but it is a bad idea to beg for money, items, or buff spells. The character you annoy with your begging just may be the one closest to you next time you /YELL for help, and might decide rescuing you is not worth his time.

Tips

Keep coming back. Trolls can regenerate health amazingly fast — even without regen items.

Surprise slam. Trolls have infravision ... and can Slam their night-blind opponents "out of the black," so to speak.

Bash 'em. Trolls, like Ogres, can naturally Slam their opponents, and can greatly improve the effect of their Slam by Bashing. (Of course, that's only after a few levels. Shamans don't get Bash at all.)

Ultra tank. In the Strength and Stamina department, Trolls are surpassed only by Ogres.

Ultra dumb. In general, Trolls learn skills more slowly than other races — this should come as no surprise, given their lack of intelligence.

Slaughter and scavenge. The Innothule swamp near Grobb is a good source of loot, especially if there are high-level characters around. Many of those who stick around would rather give away useless goods than go visit a merchant to sell them.

Go shopping. Grobb doesn't have many of the items you need to develop specific trade skills (like an oven or forge). Check out the neighboring city of Oggok ... and make sure you're nice to the bouncer guards there so that you don't get forcefully evicted.



Thaxes, the Troll leader, moved on his belly like a snake to the top of the hill. He knew he had to take care because it was more difficult to keep the top of a Troll's head from being spotted from the other side. However, he need not have worried. When his eyes crested the top, he discovered that he and his two companions were quite alone in the area. He waved them up.

Dis and Cronah crawled on their hands and knees anyway.

"Looks empty," Thaxes said before anyone could beat him to the assessment.

Dis started to stand. "We go in then."

Cronah stopped him and pulled him back down. "It's full of Humans that be fallen. You — you sure you want do this?"

Thaxes cuffed Cronah. "Then stay here if want, but no sharing with Trolls scared of puny humans, live or dead!"

Character Creation: Troll



Starting City Grobb

Racial Tensions Barbarians, Dwarves, Erudites, Gnomes, Half Elves, Halflings, High Elves, Humans, Iksar, Wood Elves

Special Abilities Slam, Infravision, Regeneration

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Shadow Knight</i>	118	114	83	75	60	62	45	20
<i>Shaman</i>	108	114	83	75	70	52	45	30
<i>Warrior</i>	118	119	88	75	60	52	40	25

Wood Elf

by Jason Mash "Shyden ClawStinger"

The quick and agile Wood Elves may not win any prizes when it comes to strength or toughness, but they are at home in the wild. Wood Elves make wonderful Bards, Warriors, Druids and Rangers. However, their lives are not easy. They are at constant war with the Crushbone Orcs, and though Crushbone is under constant siege, it seems the Orcs are becoming much smarter, and have made plans to cut down the trees that support the Wood Elves' city, Kelethin.

If so, this would be the second time for the Wood Elves to lose their home. The first came when the fire god Solusek Ro grew angry with the Elves and turned their forest into the Desert of Ro. The Wood Elves fled that place, along with the High Elves, leaving a city of their dead behind. The Wood Elf City is located high within the treetops of Greater Faydark. The only way onto the city, and the only safe way off, are by mechanical lifts that they've constructed. The city itself is made of platforms connected by wooden ramps and bridges.

The faster an adventuring Wood Elf learns his way around home, the easier his life will be. The place is very confusing, and the way it is built makes maps of the place all but useless. This is no doubt their way of keeping safe from their enemies. Anyone attacking Kelethin would have a very difficult time of it, though the Crushbone Orcs may have found the way to do it, if only they can survive long enough to accomplish the task.

The Wood Elves do not seem as regal as the High Elves, and certainly are not as arrogant

nor dignified. Many Wood Elves have even had children with Humans – something the High Elves would never do, feeling that to mix their blood would dishonor their mother, Tunare.

Wood Elves are one of the more Agile and Dexterous races, which provides an excellent basis in several classes. Although they have only a few classes to choose from, they fill those roles well.

Tips

Don't look down. Wood Elves live in a treetop city. Yes, trees. High up, off the ground. Take care not to fall off any ledges – it'll kill you until you've gained a few levels and upped your maximum health points.

One way to keep an eye on the ever-present ledge is to pan your view down slightly.

Hand-me-downs. Wood Elves can wear both small and medium armor. This can be an advantage, since other races often accidentally buy armor sizes they can't wear. What better way to get it off their hands than to hand it over to a friendly Wood Elf?

Nice froggie. There's a Froglok-related Newbie Quest for Wood Elves. Note that killing Frogloks will ruin your faction with them and prevent you from completing that quest.

Weight balance. Because of your weight limitations, you often have to choose between carrying equipment to protect yourself or staying light enough on your feet to run.

Character Creation: Wood Elf



Starting City Kelethin

Racial Tensions Dark Elves, Iksar, Ogres, Trolls

Special Abilities Infravision, Forage (50), Hide (50)
(also Small or Medium Armor)

	STR	STA	AGI	DEX	WIS	INT	CHA	Bonus AP
<i>Bard</i>	70	65	95	90	80	75	85	25
<i>Druid</i>	65	75	95	80	90	75	75	30
<i>Ranger</i>	70	75	105	80	85	75	75	20
<i>Rogue</i>	65	65	105	90	80	75	75	30
<i>Warrior</i>	75	75	100	80	80	75	75	25

Skills

Level Limits. For most skills, the highest a skill can go is no higher than 5 times your current level, plus 5. For example, if you're currently at level 20, your highest skill could be no higher than 105 $[(20 \times 5) + 5 = 105]$. There are no level limits on most trade skills.

Skill Caps. There are absolute caps on each skill (but the cap will often depend on your class). You can't exceed this cap no matter how much experience your character has. For about half the skills, the maximum you can achieve in a skill – its skill cap – is level 200.

First Training Point. In general, the first point you put into a skill gives you that skill at your current experience level. (For example, if you are a Bard and put your first point into Stringed Instruments at level 36, you immediately have Stringed instruments at level 36.) Waiting so that you can increase this initial boost isn't usually a good idea – if it's useful, you want to be practicing and improving it as soon as possible.

Most trade skills are the exception to this first-point rule. You never start a general trade skill higher than level 20, regardless of your experience level when you begin learning it.

<i>Skills</i>	<i>Bd</i>	<i>Mk</i>	<i>Ro</i>	<i>Wr</i>	<i>Pl</i>	<i>Rn</i>	<i>Dr</i>	<i>Cl</i>	<i>Sm</i>	<i>SK</i>	<i>En</i>	<i>Mg</i>	<i>Wz</i>	<i>Nc</i>
<i>Trade</i> ¹	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<i>General</i> ²	1	1	1	1	1	1	1	1	1	1	1	1	1	1
<i>Basic Combat</i> ³	1 ³	1	1	1	1	1	1	1	1	1	1	1	1	1

Additional Combat Skills

<i>Class</i>	<i>Bd</i>	<i>Mk</i>	<i>Ro</i>	<i>Wr</i>	<i>Pl</i>	<i>Rn</i>	<i>Dr</i>	<i>Cl</i>	<i>Sm</i>	<i>SK</i>	<i>En</i>	<i>Mg</i>	<i>Wz</i>	<i>Nc</i>
<i>Piercing</i>	1		1	1		1			1	1	1	1	1	1
<i>Throwing</i>	1	1	1	1		1					1	1	1	1
<i>1H Slashing</i>	1		1	1	1	1	1			1				
<i>2H Slashing</i>	1			1	1	1				1				
<i>Archery</i>			1	1	1	1				1				
<i>Taunt</i> (<i>Berserking</i>)				1	1	1				1				
<i>Dodge</i>	10	1	4	6	10	8	15	15	15	10	22	22	22	22
<i>Parry</i>	53		12	10	17	18				17				
<i>Riposte</i>	58	35	30	25	30	35				30				
<i>Disarm</i>		27	27	35	40	35				40				
<i>Double Attack</i>		15	16	15	20	20				20				
<i>Dual Wield</i>	17	1	13	13		17								
<i>Bash</i>				6	6					6				
<i>Kick</i>		1		1		5								
<i>Instill Doubt</i>		18				22								

¹ Baking, Blacksmithing, Brewing, Fletching, Jewelry Making, Pottery, Tailoring; Tinkering is only available to Gnomes, Lvl 16.

² Alcohol Tolerance, Begging, Fishing, Sense Direction, Swimming

³ Offense, Defense, Hand to Hand, Bind Wound, 1H Blunt, 2H Blunt; but not 2H Blunt for Bards

Skills: Skill Tables

Monk Skills

Skill	Bd	Mk	Ro	Wr	Pl	Rn	Dr	Cl	Sm	SK	En	Mg	Wz	Nc
Mend		1												
Safe Fall	24	3	12											
Round Kick		5												
Tiger Claw		10												
Block		12												
Feign Death		17												
Eagle Strike		20												
Dragon Punch/ Tail Rake		25												
Flying Kick		30												

Rogue Skills

Skill	Bd	Mk	Ro	Wr	Pl	Rn	Dr	Cl	Sm	SK	En	Mg	Wz	Nc
Sneak	17	8	1			10								
Hide	25		3			25				35				
Pick Lock	40		6											
Pick Pockets			7											
(Sense Traps)			(8)											
Backstab			10											
Apply Poison			18											
Make Poison			20											
(Disarm Traps)	(30)		(21)											

Ranger Skills

Skill	Bd	Mk	Ro	Wr	Pl	Rn	Dr	Cl	Sm	SK	En	Mg	Wz	Nc
Track	35					1	20							
Forage	12					3	5							

Bard Skills

Skill	Bd	Mk	Ro	Wr	Pl	Rn	Dr	Cl	Sm	SK	En	Mg	Wz	Nc
Singing	1													
Percussion Inst.	5													
Stringed Inst.	8													
Brass Inst.	11													
Wind Inst.	14													

Caster Skills

Skill	Bd	Mk	Ro	Wr	Pl	Rn	Dr	Cl	Sm	SK	En	Mg	Wz	Nc
Channeling					9	9	4	4	4	9	1	1	1	1
Meditate	(10)				12	12	8	8	8	12	4	4	4	4
Research											16	16	16	16
Alchemy									25					
Casting Skills					9	9	1	1	1	9	1	1	1	1
(Abjuration, Alteration, Conjuration, Divination, Evocation)														
Specialize Skills							30	30	30		20	20	20	20
(Specialize: Abjure, Alteration, Conjuration, Divination, Evocation)														

Combat Skills

All classes can begin learning the most basic Combat skills immediately, but the more combat-oriented your class, the further and more rapidly you can advance in the skill.

INT-based pure casters (Magicians, Wizards, Necromancers and Enchanters) can only advance to about 3 x their experience level, and have lower caps on overall advancement.

Pure fighters (Warriors, Monks and Rogues) advance the fastest, with higher experience level limits (about 5 x their experience level) and higher skill caps.

Hybrids (Rangers, Paladins, Bards and Shadow Knights) and WIS-based casters (Clerics, Druids and Shamans) fall between these two extremes.

Basic Combat Skills

Nearly all classes can begin practicing the following six skills immediately. (The lone exception is that Bards never learn 2H Blunt.)

Offense		Defense		Hand to Hand	
Warrior	1 (max 252)	Warrior	1 (max 252)	Monk	1 (max 245)
Monk	1 (max 252)	Monk	1 (max 252)	Warrior	1 (max 100)
Rogue	1 (max 252)	Rogue	1 (max 252)	Paladin	1 (max 100)
Ranger	1 (max 240)	Paladin	1 (max 230)	Sh. Knight	1 (max 100)
Paladin	1 (max 225)	Sh. Knight	1 (max 230)	Ranger	1 (max 100)
Sh. Knight	1 (max 225)	Bard	1 (max 215)	Bard	1 (max 100)
Bard	1 (max 215)	Cleric	1 (max 200)	Rogue	1 (max 100)
Cleric	1 (max 200)	Ranger	1 (max 200)	Cleric	1 (max 75)
Druid	1 (max 200)	Druid	1 (max 200)	Druid	1 (max 75)
Shaman	1 (max 200)	Shaman	1 (max 200)	Shaman	1 (max 75)
Necromancer	1 (max 140)	Necromancer	1 (max 145)	Necromancer	1 (max 75)
Wizard	1 (max 140)	Wizard	1 (max 145)	Wizard	1 (max 75)
Magician	1 (max 140)	Magician	1 (max 145)	Magician	1 (max 75)
Enchanter	1 (max 140)	Enchanter	1 (max 145)	Enchanter	1 (max 75)

Skills: Combat Skills

Bind Wound		1H Blunt		2H Blunt	
Warrior	1 (max 210)	Monk	1 (max 252)	Monk	1 (max 252)
Monk	1 (max 210)	Warrior	1 (max 250)	Warrior	1 (max 250)
Rogue	1 (max 210)	Rogue	1 (max 250)	Rogue	1 (max 250)
Cleric	1 (max 200)	Ranger	1 (max 240)	Ranger	1 (max 240)
Paladin	1 (max 200)	Bard	1 (max 225)		
Sh. Knight	1 (max 200)	Paladin	1 (max 225)	Paladin	1 (max 225)
Ranger	1 (max 200)	Sh. Knight	1 (max 225)	Sh. Knight	1 (max 225)
Druid	1 (max 200)	Shaman	1 (max 200)	Shaman	1 (max 200)
Bard	1 (max 200)	Cleric	1 (max 175)	Cleric	1 (max 175)
Shaman	1 (max 200)	Druid	1 (max 175)	Druid	1 (max 175)
Necromancer	1 (max 100)	Necromancer	1 (max 110)	Necromancer	1 (max 110)
Wizard	1 (max 100)	Wizard	1 (max 110)	Wizard	1 (max 110)
Magician	1 (max 100)	Magician	1 (max 110)	Magician	1 (max 110)
Enchanter	1 (max 100)	Enchanter	1 (max 110)	Enchanter	1 (max 110)

"What the devil is that sound?" Meson asked his Iksar guide.

"It is only the wind, great warrior," Slith replied. "Do you fear the wind?"

Meson had traveled with Slith long enough to recognize the sarcastic tone in his voice. However, even Slith's petulance wasn't going to curb Meson's enthusiasm. "Those are the Howling Stones, aren't they? We're near the entrance that we seek."

Slith shook his head. "Excitement to enter this dread realm is misplaced, barbarian."

Meson started toward the howling sound, but the reptilian turned and walked back the way they had come.

"Aren't you coming?" Meson asked.

Loudly enough for Meson to hear, Slith shouted over his shoulder, "I am no fool. Rumors say to beware the Portals of Mist and to use the howling markers to teleport back here." Slith turned and grinned. "But they are only rumors."

Additional Combat Skills

The more specialized combat skills must be acquired gradually. You might expect that the Warrior always learns each of these skills earlier than the other classes, and can progress farther with them, but that's not the case. The Monk starts using a couple of these skills first (Dodge, Dual Wield), while the Rogue can advance farther in Piercing and Throwing than the Warrior.

Despite all that, this is the Warrior's category. She's not far off the lead with any of these skills (except Dual Wield and Instill Doubt), and is usually the first to acquire any of them. One skill – Berserking – can only be used by a Warrior. For Warriors, also see the **Warrior Disciplines**, p. 183.

1H Slashing

Warrior	1 (max 250)
Rogue	1 (max 250)
Ranger	1 (max 240)
Paladin	1 (max 225)
Sh. Knight	1 (max 225)
Bard	1 (max 225)
Druid	1 (max 175)

2H Slashing

Warrior	1 (max 250)
Ranger	1 (max 240)
Paladin	1 (max 225)
Sh. Knight	1 (max 225)

Piercing

Rogue	1 (max 250)
Warrior	1 (max 240)
Ranger	1 (max 240)
Sh. Knight	1 (max 210)
Bard	1 (max 210)
Shaman	1 (max 200)
Necromancer	1 (max 110)
Wizard	1 (max 110)
Magician	1 (max 110)
Enchanter	1 (max 110)

Archery

Warrior	1 (max 240)
Ranger	1 (max 240)
Rogue	1 (max 240)
Paladin	1 (max 75)
Sh. Knight	1 (max 75)

Throwing

Rogue	1 (max 250)	Necromancer	1 (max 75)
Warrior	1 (max 200)	Wizard	1 (max 75)
Monk	1 (max 200)	Magician	1 (max 75)
Ranger	1 (max 113)	Enchanter	1 (max 75)
Bard	1 (max 113)		

Skills: Combat Skills

Dodge

Monk	1 (max 230)
Rogue	4 (max 210)
Warrior	6 (max 175)
Ranger	8 (max 137)
Paladin	10 (max 155)
Sh. Knight	10 (max 155)
Bard	10 (max 155)
Cleric	15 (max 75)
Druid	15 (max 75)
Shaman	15 (max 75)
Necromancer	22 (max 75)
Wizard	22 (max 75)
Magician	22 (max 75)
Enchanter	22 (max 75)

Berserking

Berserking is an inherent skill for Warriors. You can not train in it or select it for use. If you are seriously wounded, it activates automatically, causing you to fight with greater ferocity. Once you drop to 30% of total hit points you become berserk and stay that way until you zone or are healed to 45% total hit points.

(Warrior) 1 (max 200)

Double Attack

Double Attack means striking twice (in the time that you normally strike just once).

Monk	15 (max 250)
Warrior	15 (max 245)
Rogue	16 (max 245)
Paladin	20 (max 235)
Sh. Knight	20 (max 235)
Ranger	20 (max 235)

Bash

Warrior	6 (max 240)
Paladin	6 (max 200)
Sh. Knight	6 (max 200)

Disarm

Warrior	35 (max 200)
Monk	27 (max 200)
Rogue	27 (max 200)
Ranger	35 (max 55)
Paladin	40 (max 70)
Sh. Knight	40 (max 70)

Being the chamberlain to a dragon was difficult on the best days. Besthal, an ice giant who had served the Lady Vox for decades, was praying that this latest scheme would work out.

"Have you heard anything?" Besthal asked one of the entrance guards.

"No, Lord Besthal," the guard replied. "But they have not been gone that long. That barbarian, Hanaar, is smart, and his fellow warriors are strong. They will get word to us."

A long, low moan echoed throughout the caverns. Several stalactites fell near by from the reverberations.

Besthal sighed. "I hope they bring word from Lord Nagafen soon."



Dual Wield

Dual Wield is fighting with a weapon in each hand. You must have two weapons in-hand to use it. (Except for Monks, whose two hands are weapons.)

Monk	1 (max 252)
Rogue	13 (max 245)
Warrior	13 (max 240)
Ranger	17 (max 240)
Bard	17 (max 200)

Instill Doubt (Intimidation)

This skill is almost always referred to as Instill Doubt, but a few places in the game refer to it as Intimidation. If you make a successful hit, you can also create the same effect as a fear spell on your target with this skill.

Monk	18 (max 200)
Rogue	22 (max 200)
Bard	26 (max 100)

Kick

Monk	1 (max 250)
Warrior	1 (max 210)
Ranger	5 (max 205)

Parry

Parry is redirecting or turning aside an opponent's attack. It's another chance to avoid getting hit.

Warrior	10 (max 230)
Rogue	12 (max 230)
Paladin	17 (max 205)
Sh. Knight	17 (max 205)
Ranger	18 (max 185)
Bard	53 (max 75)

Riposte

When you Riposte, you turn aside your opponent's attack and counter with your own attack. Like Parry, it is another chance to avoid getting hit, but it also gives you a swing back in reply (thus giving you an extra attack in addition to the normal fight rounds that come before and after the Riposte).

Warrior	25 (max 225)
Rogue	30 (max 225)
Paladin	30 (max 200)
Sh. Knight	30 (max 200)
Monk	35 (max 225)
Ranger	35 (max 150)
Bard	58 (max 75)

Taunt

Taunting draws the attention of a mob to yourself; the most common reason to use this skill is to distract the mob from a weaker member of your group.

Warrior	1 (max 200)
Paladin	1 (max 180)
Sh. Knight	1 (max 180)
Ranger	1 (max 150)

Melee Disciplines

In addition to the many automatic skills and abilities that characters receive past level 50, Verant has added player-controlled fighting “disciplines” to the repertoires of the pure melee classes (Warriors, Monks and Rogues). These disciplines are activated using the /DISCIPLINE command on the command line, and have a duration and base reuse time associated with them. You cannot use any other discipline until the reuse time of the last-used discipline has expired. You can type /DISCIPLINE on the command line to view the disciplines available to you, as well as the amount of time before you can use another one.

Some disciplines, particularly the ones with long durations, have a disadvantage in addition to the advantage provided by the discipline. In all cases where this happens, the disadvantage is less severe than the advantage. For instance, where the Evasive Discipline allows a Warrior to be hit by his opponent less by a factor of 35%, the Warrior will also hit his target less, but only by a factor of 15%. In the interest of exploration, further formulas will not be provided here.

The reuse time for each of these disciplines decreases as the fighter gains additional levels.

Warrior Disciplines

Discipline	Level	Dur.	Reuse	Effect
<i>Evasive</i>	52	3m	15m	You are hit by your opponent less often, but also hit your target less often.
<i>Charge</i>	53	14s	30m	You automatically land all attacks against your opponent – you will not miss.
<i>Mighty Strike</i>	54	10s	60m	All attacks that land are automatically either Critical Hits or Crippling Blows.
<i>Defensive</i>	55	3m	15m	You take less melee damage, but also deal less.
<i>Furious</i>	56	9s	60m	You automatically Riposte every attack landed on you by the opponent you are facing.
<i>Precision</i>	57	3m	30m	You have a greater chance to hit your target, but also have a greater chance of being hit.
<i>Fell Strike</i>	58	12s	30m	All hits you land are for at least four times the base weapons damage.
<i>Fortitude</i>	59	8s	60m	You cannot be hit in melee combat.
<i>Aggressive</i>	60	3m	27m	You do more damage with every blow landed, but also take more damage as well.

Monk Disciplines

Discipline	Level	Dur.	Reuse	Effect
<i>Stone Stance</i>	51	12s	12m	You take approximately 1/3 damage from most physical attacks.
<i>Thunder Kick</i>	52	Once	9m	Your next successful Flying Kick does additional damage.
<i>Whirlwind</i>	53	9s	60m	You automatically Riposte every attack landed on you by the opponent you are facing.
<i>VoidDance</i>	54	8s	60m	You cannot be hit in melee combat.
<i>InnerFlame</i>	56	12s	30m	All hits you land are for at least four times the base weapons/hand damage.
<i>100 Fist</i>	57	15s	30m	You are hasted (that is, hit much faster). This haste stacks with every other haste in the game, including haste items and spells.
<i>SilentFist</i>	59	Once	9m	Your next successful Dragon Punch or Tail Rake does additional damage, and has a chance of stunning your target.
<i>AshenHand</i>	59	Once	72m	Your next successful Eagle Strike does a surprising amount of damage, and under certain circumstances may have a chance to kill your target outright.

Rogue Disciplines

Discipline	Level	Dur.	Reuse	Effect
<i>Counterattack</i>	53	9s	60m	You automatically Riposte every attack landed you by the opponent you are facing.
<i>Deadeye</i>	54	14s	30m	You land every attack.
<i>Nimble</i>	55	12s	30m	You dodge attacks of opponent you are facing.
<i>Kinesthetics</i>	57	18s	30m	All checks for double attacks and dual wields are successful, giving you 4 attacks per round, guaranteed.
<i>Blinding Speed</i>	58	15s	30m	You are hasted (that is, hit much faster). This haste stacks with every other haste in the game, including haste items and spells.
<i>Duelist</i>	59	12s	30m	All hits you land are for at least four times the base weapons damage.

Monk Skills

The Monk doesn't need weapons for his style of play — he has access to a wide variety of special unarmed combat attacks, starting at experience level 5. In addition, he can Mend himself when he needs fixing, and can Feign Death when all else fails, starting at level 17. (Of course, the special weapons available beginning at level 40 are reason enough to also learn the normal weapon skills.) Also see the **Monk Disciplines**, on p. 185.

Mend

A successful Mend heals damage to the Monk. You can only use it on yourself.

Monk 1 (max 200)

Safe Fall

Monk 3 (max 200)

Rogue 12 (max 94)

Bard 24 (max 40)

Round Kick

Monk 5 (max 225)

Tiger Claw

Monk 10 (max 225)

Block

Monk 12 (max 225)

Feign Death

Monk 17 (max 200)

Eagle Strike

Monk 20 (max 225)

Dragon Punch / Tail Rake

Humans get Dragon Punch;
Iksar get Tail Rake.

Monk 25 (max 225)

Flying Kick

Monk 30 (max 225)

Led by Srathar, the Toriz Keale Ze tribe of Iksar sent a party of its best warriors to recover the sacred stone stolen from them by two rival Iksar tribes. They stumbled upon their quarry at a temple dedicated to Cazic-Thule.

Many of the band lost their lives in the battles that took them further and further into the temple. Deeper and deeper they went until only five remained. Beaten and bleeding, they finally entered a large chamber. There it was. Their sacred stone. Exhausted, they stumbled toward the altar.

As Srathar reached for the gem on the altar, a veneer of stone fell from the surface of one of the giant statues by the door. The largest Iksar any of the warriors had ever seen stepped out with his sword raised.

Srathar snatched the gem and pressed it into the palm of the youngest warrior. "Carry this home," were the final words spoken by any of that noble band of Iksar but the one who returned to tell the tale.

Rogue Skills

If you need it sneaky, the Rogue's got what you need. While other classes can learn a few of these skills, the Rogue starts far earlier than other classes in every one of them, usually by at least 20 levels. Also see the **Rogue Disciplines**, on p. 184.

Apply Poison

A Rogue can apply a poison in his inventory temporarily to his primary weapon. The effect of successfully applying poison and hitting an opponent will vary, depending on the type of poison used.

Rogue 18 (max 200)

Backstab

Rogue 10 (max 225)

Hide

Rogue 3 (max 200)

Ranger 25 (max 75)

Bard 25 (max 40)

Sh. Knight 35 (max 75)

Dark Elf 50

Halfling 50

Wood Elf 50

Make Poison

Make Poison is a trade skill, but it does have level limits. Poisons a Rogue can make include Putrid Bane and Delusional Speed. Sample recipes are on p. 201.

Rogue 20 (max 200)

Sneak

Rogue 1 (max 200)

Monk 8 (max 113)

Ranger 10 (max 75)

Bard 17 (max 75)

Halfling 50

Pick Lock

Rogue 6 (max 200)

Bard 40 (max 100)

Pick Pockets

Rogue 7 (max 200)

While technically speaking, Rogues get the Sense Traps and Disarm Traps skills, there are currently no traps in Norrath, so there is no reason to spend a point on these skills.

(Sense Traps)

Rogue 8 (max 200)

(Disarm Traps)

Rogue 21 (max 200)

Bard 30 (max 100)

Skills: Rogue, Ranger, Bard Skills

Ranger Skills

The Ranger is master of these two outdoor skills, but the Druid and Bard can acquire expertise in them, as well.

Forage			Track	
This skill allows nature-oriented classes to find food and water. (Examples are grubs, berries and rabbits.) It requires no components or other tools.	Ranger	3 (max 200)	Ranger	1 (max 200)
	Druid	5 (max 200)	Druid	20 (max 50)
	Bard	12 (max 55)	Bard	35 (max 100)
	Iksar	50		
	Wood Elf	50		

Bard Skills

Only the Bard can learn these skills. The instrument-based skills are not necessary to cast their related spells (i.e., sing their related songs). Bards can sing any song (as long as they've reached the level to learn the song), but having the specified skill – like Percussion Instruments – and playing that instrument, makes any related song more effective.

Singing		Stringed Instruments		Wind Instruments	
Bard	1 (max 200)	Bard	8 (max 200)	Bard	14 (max 200)
Percussion Instruments		Brass Instruments			
Bard	5 (max 200)	Bard	11 (max 200)		

Caster Skills

Channeling. The skill to focus and control the magical forces working your spell. Channeling is used whenever you cast a spell.

INT-Caster (Nc, Wz, Mg, En)
1 (max 220)

WIS-Caster (Cl, Dr, Sh)
9 (max 215)

Hybrids (Pal, ShK, Ran)
9 (max 215)

Meditate.¹ The ability to concentrate and ignore the rest of the world. Meditation increases the rate at which you scribe and memorize spells, as well as how fast you recover mana. At levels 35+, all magic users can Meditate by sitting down without having to open their spell books.

INT-Caster 4 (max 252)

WIS-Caster 8 (max 252)

Hybrids 12 (max 226)

¹ Technically, Bards get a single level in Meditate once they reach level 10, but this is only so that the Bard may scribe his spells more efficiently. He can never actually use this skill to Meditate.

Research

Only the pure INT-based casters can research spells. They can begin researching at level 16. The WIS-based casters don't need to research spells, and the Shadow Knight finds it easier to acquire spells other ways.

Spell research is similar to the trade skills. Specific items are placed into a "container" (a tome), combining to produce a new item. Sample recipes are on pp. 202-205.

Tomes. To research a spell, you must have a tome specific to your class. These can be purchased in your guild hall.

Wizards use a *Lexicon*.

Magicians use an *Elemental Grimoire*.

Enchanters use a *Tome of Endless Enchantments*.

Necromancers use a *Book of Dark Bindings*.

Instruction Books and Languages.

Research instruction books can also be purchased in your guild hall.

All instruction books are written in languages other than Common. To learn the fundamentals of a language, you must train one point in the language with your guild master. Once you've learned the fundamentals, you can advance your linguistic skills through use — usually by listening to someone in your group speak in that language.

Spell Components. Your research instruction book lists the components needed to produce a scroll. Spell components can be found scattered throughout the world — they appear randomly on different creatures, so you don't have to 'camp' a spot to get a certain component.

Components are each specific to a single caster class, and they can be stored and traded — ask around. 13 of the 14 classes out there can't use the research component that you need.

Research components are usually found on intelligent creatures, or on creatures that are innately magical.

INT-Caster 16 (max 200)

Casting Skills

All five of the basic casting skills have the same minimum experience level for a given class – level 1 for casters, and level 9 for hybrids.

Abjuration	Cleric	1 (max 235)	Magician	1 (max 235)
Alteration	Druid	1 (max 235)	Enchanter	1 (max 235)
Conjuration	Shaman	1 (max 235)	Paladin	9 (max 235)
Divination	Necro	1 (max 235)	Sh. Knight	9 (max 235)
Evocation	Wizard	1 (max 235)	Ranger	9 (max 235)

Specialize Skills

Only casters (not hybrids) can specialize in the casting skills. Specializing in a particular casting skill improves your performance in that type of spell – increasing the chance it will succeed – but prevents you from specializing (to any great extent) in any other type of spell. You can only take one of the Specialize skills past level 50.

Specialize Abjure	All five of the specialized casting skills have the same minimum experience level for a given class. INT-casters can start specializing at level 20, while WIS-casters must wait until level 30.	Necro.	20 (max 200)
Specialize Alteration		Wizard	20 (max 200)
Specialize Conjuration		Magician	20 (max 200)
Specialize Divination		Enchanter	20 (max 200)
Specialize Evocation		Cleric	30 (max 200)
		Druid	30 (max 200)
		Shaman	30 (max 200)

Alchemy

Only the Shaman can learn Alchemy. It is basically a trade skill, but the Shaman can't start practicing it until reaching experience level 25. A Shaman uses Alchemy to concoct potions.

The Shaman must have a Medicine Bag in which to mix the potions. Examples of potions that can be concocted are Charming Deceit and Troll's Essence. Sample recipes are on p. 206-207.

Shaman 25 (max 200)

Trade (Craft) Skills

Trade skills in *EverQuest* allow you to construct useful items from component pieces. You construct these things to help you in your profession, as well as providing a secondary source of income. To get started with a trade skill, visit a merchant of the skill you wish to learn. He will have the books and kits which you need to begin your career.

Once you've carefully read a book appropriate to your trade skill and acquired the component pieces necessary to build the item, you may attempt to construct it. Start by right-clicking on the container used for the trade skill. (If the container is stationery — it can't be moved — left-click it instead.) This will open a window to which you drag the component parts from your inventory to the available slots in the container. Double-check that all of the correct parts have been placed in the container (unstacked!), then click on "Combine".

If you skillfully worked your trade skill you will get a new item(s). If you blundered, all of the disposable components usually disappear anyway, along with all of the component pieces placed into the container.

There are no level limits to your advancement in a trade skill, but the skill cap for all trade skills is level 200. And your initial level in most trade skills will never be higher than 20.

Trade Containers. You need one (or more) of these containers to create items with your trade skills. See the list on p. 192. They can also be used as regular containers, but few people recommend that you do so. If you accidentally hit the "Combine" button when carrying goods in one of these containers, the goods are gone. Period.

Sample Recipes. There is a list of nearly every "recipe" in the game, up to difficulty 100, on pp. 192-201.

Other Trade Skills. Baking, Blacksmithing, Brewing, Fletching, Jewelry Making, Pottery and Tailoring are the common trade skills, available to anyone from the beginning of the game. Other skills also function as trade skills, but are not listed here. **Alchemy** (pp. 189, 206) is a trade skill only available to Shamans who have reached level 25. **Make Poison** is a trade skill only available to Rogues who have reached level 20. **Tinkering** is a trade skill only available to Gnomes who have reached level 16. And the spell **Research** skills are only available to their respective casters — Enchanters, Magicians, Necromancers and Wizards, also beginning at level 16. (The research "trade containers" are the books of each pure casting class.)

Of these other trade skills, there are no level limits on Tinkering; there are level limits on Make Poison and the spell Research skills. On the other hand, when you begin learning Make Poison or a Research skill, you get that skill at your current level, even if you are beyond level 20.

Skill Descriptions

Baking. Allows anyone to produce a wide variety of baked goods. Examples include Bixie Crunchies, Lizard-On-A-Stick, and Dwarf Chops.

You must have access to a Mixing Bowl and an Oven for this skill. Sample recipes are on p. 192.

Skills: Trade Skills

Blacksmithing. Allows anyone to manufacture valuable metal items, including lockpicks, muffin tins, and iron boots.

You must have access to a Forge for this skill. Sample recipes are on p. 194.

Brewing. Allows any inhabitant of Norrath to produce potent alcoholic beverages, including Mead, Short Beer, Kalish and Heady Kiolas.

You must have access to a Brewing Barrel for this skill. Sample recipes are on p. 196.

Fletching. Allows anyone to construct a wide variety of bows and arrows. Examples of Fletching products include the Elm Recurve Bow and a Class 1 Point Porcelain Arrow. You always get 5 arrows when making arrows (10 if making silver-tipped arrows).

You must have a Fletching Kit for this skill. Bow and arrow recipes are described in **Weapons**, on pp. 369-371.

Jewelry Making. Allows anyone to fashion jewelry from gems and precious metals. Examples of Jewelry include the golden hematite choker, engagement rings and wedding rings.

You must have a Jewelry Kit for this skill. Jewelry recipes are straightforward. Combine a precious stone with a bar of precious metal to get a piece of jewelry. For a slightly higher investment (of time or money), you can use an enchanted bar to make an enchanted item. Substituting enchanted metals — obtained with the help of an Enchanter, of course — for regular metals allows the jeweler to create stat-buffing items with the same name and appearance as mundanely crafted jewelry. For more description, and for a list of basic jewelry, see **Jewelry**, p. 374.

Pottery. Allows people to craft clay into pottery. Examples of hand-made pottery include the small bowl, small clay container and clay deity.

You must have a Pottery Wheel and Kiln for this skill. Sample recipes are on p. 196.

Tailoring. Allows anyone to sew fine leather items from hides and pelts. Examples include a raw hide tunic and a tattered backpack.

You must have a Tailoring Kit for this skill. Sample recipes are on p. 198.

Tinkering. As noted above, only Gnomes (of any class) can learn this skill, and only after reaching level 16. It allows Gnomes to fabricate mechanical items, including a collapsible fishing pole, Gnomish fireworks and a spyglass.

You must have a full toolbox for this skill. Sample recipes are on p. 200.

General Skills

All classes can begin practicing the General skills immediately. The skill cap is 200.

All 1 (max 200)
(that is, all classes and all general skills)

Alcohol Tolerance

Begging

Fishing. Fishing allows people to pull fresh fish from larger bodies of water. It requires a Fishing Pole and Fishing Bait.

Sense Direction

Swimming

Dwarf (Sense Direction) 50

Iksar (Swimming) 100

Sample Recipes

Trade Containers

You need these containers to create items with your trade skills. See p. 350 for container details.

Container	Cap.	Lim.	W%	Value				
				P	G	S	C	
Brewing Barrel	6 or 10	3	-	immobile				
Fletching Kit	8	3	-	1	0	0	0	
Forges								
Sharpening Kit	2	3	-	1	0	0	0	
Smithing Kit	6	3	-	immobile				
Forge	10	3	-	immobile				
Jeweler's Kit	4	3	-	1	0	0	0	
Key Maker	2	1	-	immobile				
Kiln	10	3	-	immobile				
Medicine Bag	6	3	-	1	0	0	0	
Mixing Bowl	4	3	-	1	0	0	0	
Mortar and Pestle	6	3	-	1	0	0	0	

Container	Cap.	Lim.	W%	Value				
				P	G	S	C	
Pottery Wheels								
Pottery Kit	6	3	-	2 0 0				
Pottery Wheel	10	3	-	immobile				
Ovens								
Oven	6	3	-	immobile				
Spit	6	4	-	2 0 0				
Sewing Kits								
Small Sewing Kit	2	3	-	5 5 0				
Community Loom	6	4	-	immobile				
Large Sewing Kit	8	4	-	1 0 0 0				
Toolbox	8	4	-	1 0 0 0				

Baking (Oven or Spit)

Diff	Results	Ingredients
5	Edible Goo	Rat Ears, Fire Beetle Eye
10	Rat Kabobs	Rat Meat, Spices, Jug of Sauces, Skewers (*)
10	Rat Sandwich	Rat Meat, Loaf of Bread
15	Wolf Sandwich	Wolf Meat, Loaf of Bread
15	Bear Sandwich	Bear Meat, Loaf of Bread
15	Mammoth Sandwich (5)	Mammoth Meat, Loaf of Bread
15	Catfish Croak Sandwich	Sewer Catfish, Thin Sliced Froglok Meat, Shrub Lettuce, Honey Mush Bread
20	Dwarf Chops (2)	Dwarf Meat, Spices, Garnish
20	Rat Ear Sandwich	Rat Ears, Jug of Sauces, Loaf of Bread
25	Wolf Steaks	Wolf Meat, Spices, Jug of Sauces
25	Lion Steaks	Lion Meat, Spices, Jug of Sauces
25	Gator Steaks	Gator Meat, Spices, Jug of Sauces
25	Mammoth Steaks (5)	Mammoth Meat, Spices, Jug of Sauces
25	Bear Steaks	Bear Meat, Spices, Jug of Sauces
30	Batwing Crunchies	Bat Wing, Frosting

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Containers & Baking Recipes

30	Woolie Spider Crunchies	Spider Legs, Frosting
30	Bixie Crunchies	Bixie Parts, Frosting
35	Pickled Froglok	Froglok Meat, Vinegar, Jug of Sauces
35	Pickled Lizard (2)	Lizard Meat, Vinegar, Jug of Sauces
35	Pickled Gator (2)	Gator Meat, Vinegar, Jug of Sauces
35	Pickled Bixie (2)	Bixie Parts, Vinegar, Jug of Sauces
35	Pickled Troll (2)	Troll Parts, Vinegar, Jug of Sauces
40	Hot-N-Spicy Toolings (2)	Halfling Parts, Spices, Garnish
40	Lizard-on-a-Stick (2)	Lizard Meat, Spices, Jug of Sauces, Skewers*
40	Gnome Kabobs (2)	Gnome Meat, Spices, Jug of Sauces, Skewers*
45	Blackened Teir'Dal (2)	Dark Elf Parts, Spices, Garnish
50	Beer Braised Wolf (2)	Wolf Meat, Spices, Short Beer
50	Beer Braised Bear (2)	Bear Meat, Spices, Short Beer
50	Beer Braised Mammoth (5)	Mammoth Meat, Spices, Short Beer
50	Beer Braised Rat	Rat Meat, Spices, Short Beer
50	Beer Braised Gator (2)	Gator Meat, Spices, Short Beer
50	Beer Braised Lion (2)	Lion Meat, Spices, Short Beer
50	Fish Head Soup	Fresh Fish, Jug of Sauces, Water Flask, Pot*
50	Vegetable Soup	Vegetables, Jug of Sauces, Water Flask, Pot*
50	Rabbit Stew	Rabbit Meat, Water Flask, Pot*
60	Shark Fillet (2)	Shark Meat, Spices, Jug of Sauces
60	Fish Fillets (2)	Fresh Fish, Jug of Sauces
65	Candied Spider	Spider Legs, Frosting, Spices
70	Smoked Wood Elf (2)	Wood Elf Parts, Spices, Smoker*
70	Smoked Shark (2)	Shark Meat, Spices, Smoker*
75	Cookies	Clump of Dough, Spices, Frosting
85	Elven Veal (2)	High Elf Parts, Spices, Garnish
85	Shaped Cookies (various)	Clump of Dough, Spices, Frosting, Shaped Cookie Cutter (various)*
85	Loaf of Bread	Clump of Dough, Bread Tin
100	Fish Rolls	Fresh Fish, Bat Wing
100	Gator Rolls	Fresh Fish, Wasp Wing
100	Shark Rolls	Shark Meat, Bat Wing
100	Muffin (3)	Clump of Dough, Fruit, Muffin Tin*
100	Cup Cakes (4)	Clump of Dough, Spices, Frosting, Muffin Tin*
100	Pound Cake (4)	Clump of Dough, Spices, Berrie Pie

Baking (Mixing Bowl)

Diff	Results	Ingredients
1	Clump of Dough	Cup of Flour, Snake Egg, Bottle of Milk
10	Uncooked Rat Ear Pie	Cup of Flour, Baking Spirits, Rat Ears (2) or Giant Rat Ear
70	Winter Chocolate	Frosting (2), Brownie Parts
70	White Chocolate	Frosting (2), Brownie Parts, Spices

Blacksmithing (Forges)

Diff	Results	Ingredients
1	Footman's Pike	Iron Rod, Forging Hammer*, Footman's Pike Head (*)
5	File	Metal Bits, File Mold, Water Flask
5	Metal Bits	Small Piece of Ore (2), Water Flask
5	Large Brick of Ore	Small Brick of Ore (3), Water Flask
5	Block of Ore	Large Brick of Ore (3), Water Flask
5	Bone Granite Powder	Bone Chips (2), Forging Hammer, Pile of Granite Pebbles
7	Shestar's Scaled Coif	Shestar's Unfinished Coif (*), Loose Scale (3)
10	Sharp Cutting Disk	Dull Cutting Disk (*), Sharpening Stone
15-15	Tarnished weapon (various)	Rusty weapon (various) (*), Sharpening Stone
15	Boat Beacon	Beacon Mount, Greater Lightstone, Metal Disk, Copper Band
20	Small Metal Container	Metal Bits, Hinge Mold, Small Container Base & Lid Molds, Water Flask
20	Soldier's Pike	Iron Rod, Forging Hammer*, Soldier's Pike Head (*)
25	Medium Metal Container	Metal Bits, Hinge Mold, Container Base & Lid Molds, Water Flask
25	Studs (2)	Metal Bits (3), File*, Water Flask
25	Steel Boning	Small Brick of Ore, File*, Water Flask
25	Scaler	Metal Bits, Scaler Mold, Water Flask
30	Large Metal Container	Metal Bits, Hinge Mold, Large Container Base & Lid Molds, Water Flask
35	Toolbox	Metal Bits, Water Flask
40	Sheet Metal	Small Brick of Ore (2), Water Flask
40	Shaped Cookie Cutter (various)	Metal Bits, Cookie Mold (various), Water Flask
50	Large Lantern	Metal Bits, Lantern Casing Mold, Bottle, Water Flask
50	Warlord's Dull Mancatcher	Champion's Mancatcher (*), Warlord Mancatcher Plans
50	Trooper's Pike	Iron Rod, Forging Hammer*, Trooper's Pike Head (*)
60	Forged Bastard Sword	Sheet Metal, Dual-Edged Blade Mold, Hilt Mold, Pommel Mold, Water Flask
65	Lockpicks	Metal Bits, Lockpick Mold, Water Flask
70	Forged Two Handed Sword	Sheet Metal, Heavy Steel Blade Mold, Hilt Mold, Pommel Mold, Water Flask
70	Forged Morning Star	Sheet Metal, Spiked Ball Mold, Hilt Mold, Water Flask
75	Small Banded Gorget	Sheet Metal, Small Gorget Mold, Water Flask
75	Small Banded Bracer	Sheet Metal, Small Bracer Sectional Mold, Water Flask
75	Banded Gorget	Sheet Metal, Gorget Mold, Water Flask
75	Banded Bracer	Sheet Metal, Bracer Sectional Mold, Water Flask
75	Large Banded Gorget	Sheet Metal, Large Gorget Mold, Water Flask
75	Large Banded Bracer	Sheet Metal, Large Bracer Sectional Mold, Water Flask

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Blacksmithing Recipes

75	Overlord's Dull Mancatcher	Warlord Mancatcher (*), Overlord Mancatcher Plans
85	Muffin Tin	Metal Bits, Muffin Tin Mold, Ceramic Lining, Water Flask
85	Pie Tin	Metal Bits, Pie Tin Mold, Ceramic Lining, Water Flask
85	Cake Round	Metal Bits, Cake Round Mold, Ceramic Lining, Water Flask
85	Skewers	Metal Bits, Skewer Mold, Water Flask
85	Smoker	Metal Bits, Skewers, Smoker Base Mold, Smoker Support Mold, Water Flask
90	Pot	Metal Bits, Pot Mold, Standing Legs Mold, Water Flask
100	Small Banded Boots	Sheet Metal, Small Boot Mold, Water Flask
100	Small Banded Helm	Sheet Metal (2), Small Helm Mold, Water Flask
100	Small Banded Mask	Sheet Metal (2), Small Mask Mold, Water Flask
100	Small Banded Mail	Sheet Metal (3), Small Mail Sectional Mold, Water Flask
100	Small Banded Belt	Sheet Metal (2), Small Belt Sectional Mold, Water Flask
100	Small Banded Sleeves	Sheet Metal (2), Small Sleeves Sectional Mold, Water Flask
100	Banded Boots	Sheet Metal, Boot Mold, Water Flask
100	Banded Helm	Sheet Metal (2), Helm Mold, Water Flask
100	Banded Mask	Sheet Metal (2), Mask Mold, Water Flask
100	Banded Mail	Sheet Metal (3), Mail Sectional Mold, Water Flask
100	Banded Belt	Sheet Metal (2), Belt Sectional Mold, Water Flask
100	Banded Sleeves	Sheet Metal (2), Sleeves Sectional Mold, Water Flask
100	Large Banded Boots	Sheet Metal, Large Boot Mold, Water Flask
100	Large Banded Helm	Sheet Metal (2), Large Helm Mold, Water Flask
100	Large Banded Mask	Sheet Metal (2), Large Mask Mold, Water Flask
100	Large Banded Mail	Sheet Metal (23), Large Mail Sectional Mold, Water Flask
100	Large Banded Belt	Sheet Metal (2), Large Belt Sectional Mold, Water Flask
100	Large Banded Sleeves	Sheet Metal (2), Large Sleeves Sectional Mold, Water Flask
100	Small Sewing Kit	Metal Bits, Needle Mold, Thimble Mold, Water Flask
100	Bread Tin	Metal Bits, Bread Tin Mold, Ceramic Lining, Water Flask
100	Warlord Mancatcher	Overlord Mancatcher (*)
100	Legionnaire's Mancatcher	Steel Rod, Forging Hammer*, Legionnaire's Mancatcher Crown (*)



Brewing (Brewing Barrel)

Diff	Results	Ingredients
1	Embalming Fluid	Bone Granite Powder (*), Bog Juice (2), Rubbing Alcohol
5	Bog Juice	Snake Scales, Water Flask, Bottle (*)
15	Bottle of Kalish	Fruit, Vegetables, Water Flask, Bottle (*)
15	Short Beer	Barley, Malt, Hops, Cask (*)
20	Legion Lager	Flask of Bloodwater, Deadbone Barley, A Giant Blood Sac, Bottle (*)
25	Mead	Hops, Malt, Yeast, Cask (*)
25	Honey Mead	Hops, Water Flask, Royal Jelly, Cask (*)
30	Heady Kiola	Packet of Kiola Sap (2), Water Flask, Bottle (*)
35	Short Ale	Barley, Hops, Water Flask, Cask (*)
35	Ogre Swill	Froglok Meat, Malt, Yeast, Cask (*)
45	Fish Wine (3)	Grapes, Fresh Fish, Water Flask, Bottle (*)
50	Ale (3)	Barley, Malt, Water Flask, Cask (*)
50	Gypsy Wine (2)	Grapes, Fire Beetle Eye, Wine Yeast, Bottle (*)
60	White Wine	Grapes, Fruit, Wine Yeast, Bottle (*)
70	Red Wine	Grapes, Berries, Wine Yeast, Bottle (*)
75	Gnomish Spirits (2)	Rice, Spider Legs, Rat Ears, Bottle (*)
85	Elven Wine	Morning Dew, Berries, Wine Yeast, Bottle (*)
90	Brandy (3)	Red Wine (2), Vegetables, Spices, Shotglass (*)
100	Vodka	Short Beer (2), Vegetables, Water Flask, Bottle (*)
100	Halfling Stouters (3)	Vodka, Berries, Spices, Shotglass (*)
100	Halas Heater (3)	Vodka, Spider Legs, Cask (*)
100	Ol'Tujim's Fierce Brew (2)	Hops, Barley, Yeast, Malt, Cask (*)
100	Tumpy Tonic	Kiola Nut, Water Flask

Pottery (Pottery Wheel or Pottery Kit)

Diff	Results	Ingredients
1	Skull with II	Jawless Skull (*), A Mandible, Mendglow Clay
5	Block of Clay	Small Block of Clay (3), Water Flask
5	Large Block of Clay	Block of Clay (3), Water Flask
5	Block of Clay (2)	Large Block of Clay, Water Flask
5	Small Block of Clay (3)	Block of Clay, Water Flask
5	Unfired Skewers	Block of Clay, Water Flask, Skewers Sketch
15	Unfired Small Container	Block of Clay, Water Flask, Small Jar Sketch
20	Unfired Medium Container	Block of Clay, Water Flask, Medium Jar Sketch
20	Unfired Ceramic Lining	Small Block of Clay, Ceramic Lining Sketch, Water Flask

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Brewing & Pottery Recipes

25	Unfired Large Container	Block of Clay, Water Flask, Large Jar Sketch
40	Unfired Pot	Large Block of Clay, Metal Bits, Water Flask, Pot Sketch
50	Unfired Deity	Block of Clay, Water Flask, Carnelian, Small Deity Sketch
60	Unfired Smoker	Large Block of Clay, Water Flask, Smoker Sketch
75	Unfired Cutter (various)	Small Block of Clay, Water Flask, Template (various)
75	Unfired Deity	Small Block of Clay, Water Flask, Wolf's Eye Agate, Small Deity Sketch
75	Unfired Small Bowl	Small Block of Clay, Water Flask, Bowl Sketch
85	Unfired Pie Tin	Block of Clay (2), Water Flask, Pie Tin Sketch
85	Unfired Cake Round	Block of Clay, Water Flask, Glass Shard, Cake Round Sketch
90	Unfired Muffin Tin	Block of Clay, Water Flask, Metal Bits, Muffin Tin Sketch
90	Unfired Medium Bowl	Block of Clay, Water Flask, Medium Bowl Sketch
95	Unfired Mixing Bowl	Large Block of Clay (2), Water Flask, Large Bowl Sketch
100	Unfired Deity	Large Block of Clay, Water Flask, Sand of Ro, Small Deity Sketch
100	Small Unfired Urn	Large Block of Clay, Water Flask, Metal Bits, Urn Sketch

Pottery (Kiln)

Diff	Results	Ingredients
1	Skewers	Unfired Skewers, Quality Firing Sheet
1	Small Clay Jar	Unfired Small Container, Quality Firing Sheet
1	Medium Clay Jar	Unfired Medium Container, Quality Firing Sheet
1	Large Clay Jar	Unfired Large Container, Quality Firing Sheet
1	Pot	Unfired Pot, High Quality Firing Sheet
1	Smoker	Unfired Smoker, High Quality Firing Sheet, High Quality Firing Sheet
1	Shaped Cookie Cutter (various)	Unfired Cutter, High Quality Firing Sheet
1	Small Bowl	Unfired Small Bowl, High Quality Firing Sheet
1	Medium Bowl	Unfired Medium Bowl, High Quality Firing Sheet (2)
1	Large Bowl	Unfired Large Bowl, High Quality Firing Sheet
1	Mixing Bowl	Unfired Mixing Bowl, Firing Sheet
1	Pie Tin	Unfired Pie Tin, High Quality Firing Sheet
1	Cake Round	Unfired Cake Round, High Quality Firing Sheet
1	Muffin Tin	Unfired Muffin Tin, High Quality Firing Sheet
1	Small Protection Deity	Unfired Deity, Firing Sheet
1	Small Resisting or Wisdom Deity	Unfired Deity, High Quality Firing Sheet
1	Large Protection, Resisting or Wisdom Deity	Unfired Deity, Firing Sheet
1	Ceramic Lining	Unfired Ceramic Lining, Quality Firing Sheet
1	Poison Vial	Unfired Poison Vial, High Quality Firing Sheet
1	Lined Poison Vial	Unfired Lined Poison Vial, High Quality Firing Sheet
22	Onyx Encrusted Urn	Small Unfired Urn, Quality Firing Sheet

Tailoring (Sewing Kit)

Diff	Results	Ingredients
1	Monk Training Bag	Training Bag Husk, Pile of Granite Pebbles (3)(*)
1	Mended Tapestry	Torn Tapestry (*), Ripped Tapestry
10	Tattered Skullcap ¹	Cap Pattern, Ruined Cat Pelt
10	Tattered Mask ¹	Mask Pattern, Ruined Cat Pelt
10	Tattered Gorget ¹	Gorget Pattern, Ruined Cat Pelt
10	Patchwork Tunic ¹	Tunic Pattern, Ruined Cat Pelt
10	Tattered Shoulderpad ¹	Shoulderpad Pattern, Ruined Cat Pelt
10	Patchwork Cloak ¹	Cloak Pattern, Ruined Cat Pelt
10	Tattered Belt ¹	Belt Pattern, Ruined Cat Pelt
10	Patchwork Sleeves ¹	Sleeve Pattern, Ruined Cat Pelt
10	Tattered Wristbands ¹	Wristband Pattern, Ruined Cat Pelt
10	Tattered Gloves	Glove Pattern, Ruined Cat Pelt
10	Patchwork Pants ¹	Pant Pattern, Ruined Cat Pelt
10	Patchwork Boots ¹	Boot Pattern, Ruined Cat Pelt
¹ Note: A Ruined Wolf Pelt with the same patterns yields a Small version of these tattered and patchwork items. A Ruined Bear Pelt with the same patterns yields a Large version of these tattered and patchwork item.		
20	Tailor-made Whip	Whip Pattern, Heady Kiola (4), Medium Quality Wolf Skin
20	Raw Silk Headband	Silk Swatch, Cap Pattern
20	Raw Silk Mask	Silk Swatch, Mask Pattern
20	Raw Silk Collar	Silk Swatch, Gorget Pattern
20	Raw Silk Robe	Silk Swatch (2), Tunic Pattern
20	Raw Silk Mantle	Silk Swatch, Shoulderpad Pattern
20	Raw Silk Cloak	Silk Swatch, Cloak Pattern
20	Raw Silk Sash	Silk Swatch, Belt Pattern
20	Raw Silk Sleeves	Silk Swatch, Sleeve Pattern
20	Raw Silk Wristbands	Silk Swatch, Wristband Pattern
20	Raw Silk Gloves	Silk Swatch, Glove Pattern
20	Raw Silk Leggings	Silk Swatch (2), Pant Pattern
20	Raw Silk Sandals	Silk Swatch, Boot Pattern
20	Shadow Silk	Silk Swatch, Shadow Wolf Pelt, Spell: Gather Shadows
20	Large Shadow Silk	Silk Swatch, Shadow Wolf Pelt (2), Spell: Gather Shadows
20	Inky Shadow Silk	Silk Swatch, Shadow Wolf Pelt, Spell: Gather Shadows (2)
20	Tailor-made Whip	Whip Pattern, Heady Kiola (4), Medium Quality Cat Pelt
40	Studded Skullcap ²	Cap Pattern, Medium Quality Cat Pelt, Studs (3)
40	Studded Mask ²	Mask Pattern, Medium Quality Cat Pelt, Studs
40	Studded Gorget ²	Gorget Pattern, Medium Quality Cat Pelt, Studs (2)
40	Studded Tunic ²	Tunic Pattern, Medium Quality Cat Pelt, Studs (5)

Diff = Difficulty Level of recipe

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(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Tailoring Recipes

40	Studded Shoulderpad ²	Shoulderpad Pattern, Medium Quality Cat Pelt, Studs (3)
40	Studded Cloak ²	Cloak Pattern, Medium Quality Cat Pelt, Studs (4)
40	Studded Belt ²	Belt Pattern, Medium Quality Cat Pelt, Studs (2)
40	Studded Sleeves ²	Sleeve Pattern, Medium Quality Cat Pelt, Studs (3)
40	Studded Wristbands ²	Wristband Pattern, Medium Quality Cat Pelt, Studs (2)
40	Studded Gloves ²	Glove Pattern, Medium Quality Cat Pelt, Studs (4)
40	Studded Leggings ²	Pant Pattern, Medium Quality Cat Pelt, Studs (4)
40	Studded Boots ²	Boot Pattern, Medium Quality Cat Pelt, Studs (4)
² Note: A Medium Quality Wolf Skin with the same patterns yields a Small version of these studded items. A Medium Quality Bear Skin yields a Large version.		
60	Cured Silk Headband	Cap Pattern, Silk Swatch, Heady Kiola (3)
60	Cured Silk Mask	Mask Pattern, Silk Swatch, Heady Kiola
60	Cured Silk Collar	Gorget Pattern, Silk Swatch, Heady Kiola (2)
60	Cured Silk Gi	Tunic Pattern, Silk Swatch (3), Heady Kiola (2)
60	Cured Silk Mantle	Shoulderpad Pattern, Silk Swatch (2), Heady Kiola (2)
60	Cured Silk Cloak	Cloak Pattern, Silk Swatch (2), Heady Kiola (2)
60	Cured Silk Sash	Belt Pattern, Silk Swatch, Heady Kiola (2)
60	Cured Silk Sleeves	Sleeve Pattern, Silk Swatch (2), Heady Kiola (2)
60	Cured Silk Wristbands	Wristband Pattern, Silk Swatch, Heady Kiola (2)
60	Cured Silk Handwraps	Glove Pattern, Silk Swatch (2), Heady Kiola (2)
60	Cured Silk Leggings	Pant Pattern, Silk Swatch (2), Heady Kiola (3)
60	Cured Silk Sandals	Boot Pattern, Silk Swatch, Heady Kiola (2)
65	Hand Made Backpack	Backpack Pattern, High Quality Bear Skin
65	Wu's Fighting Gauntlets	Glove Pattern, Silk Swatch, Greater Lightstone, Heady Kiola (4), Vial of Viscous Mana
80	Reinforced Skullcap ³	Cap Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Mask ³	Mask Pattern, High Quality Cat Pelt, Steel Boning
80	Reinforced Gorget ³	Gorget Pattern, High Quality Cat Pelt, Steel Boning
80	Reinforced Tunic ³	Tunic Pattern, High Quality Cat Pelt, Steel Boning (4)
80	Reinforced Shoulderpads ³	Shoulderpad Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Cloak ³	Cloak Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Belt ³	Belt Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Sleeves ³	Sleeve Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Wristbands ³	Wristband Pattern, High Quality Cat Pelt, Steel Boning
80	Reinforced Gloves ³	Glove Pattern, High Quality Cat Pelt, Steel Boning (2)
80	Reinforced Leggings ³	Pant Pattern, High Quality Cat Pelt, Steel Boning (3)
80	Reinforced Boots ³	Boot Pattern, High Quality Cat Pelt, Steel Boning (3)

³ **Note:** A High Quality Wolf Skin with the same patterns yields a Small version of these reinforced items. A High Quality Bear Skin yields a Large version.

NOTE: A few of these tailoring recipes do not currently work, at least with all sizes of pelts. Talk to other tailors to see which recipes should be avoided.

Tinkering (Toolbox) (Gnome only)

Diff	Results	Ingredients
1	Firewater	Water Flask, Gnomish Spirits
5	Gnomish Firework (4)	Metal Shaft, Firewater, Bat Wing
10	Animated Bait	Cork, Spriket
15	Collapsible Fishing Pole	Metal Rod (3), Gnomish Bolts
20	Gem Cutter	Firewater, Diamond Dust, Standard Bow Cam, Grease, Metal Rod, Metal Fastening
30	Gnomish Compass	Pie Tin, Cork, Skewers, Water Flask, Static Orb
45	Mechanized Lockpicks	Lockpicks, Rat Ears, Gears, Sprockets
50	Flameless Lantern	Large Lantern, Metal Twine, Firewater
55	Standard Bow Cam	Grease, Gears, Gnomish Bolts
60	Thermal Cloak	Tattered Gnomish Cloak, Firewater, Metal Rod
70	Spyglass	Collapsible Fishing Pole, Metal Rod, Reflective Shard, Bottle, Metal Twine
75	Stalking Probe	Metal Rod, Gears (2), Bottle, Firewater
90	Powered Gloves	Steel Lined Gloves, Sprockets, Gears, Metal Twine, Firewater
100	Catapult	Shaped Ashwood Recurve, Sprockets, Gears, Metal Twine, Firewater

"If rogloks," Rhasees said as he stood in front of an army of his beleaguered people, "we prepare for battle. It has been bad enough to defend ourselves against the trolls from without. Indeed, we thought we had found blessed refuge in these sunken ruins. Now, we must find somewhere in these ruins the evil that consumes even our own dead ... and destroy it!"

Several in the front ranks whispered, "Hoptor," while others murmured "Thaggelum."

"Yes! You name our enemy!" Rhasees cried as we walked to the front of the ranks.

The whispering increased in volume until everyone was croaking, "Snag the Thaggelum! Chop the Hoptor!"



Skills: Tinkering & Poison Recipes

Make Poison (Mortar & Pestle) (Rogue only)

Diff	Results	Ingredients
8	Asp Poison	Poison Vial, Suspension, Asp Poison Sac (2)
8	Retinal Deactivator	Lined Poison Vial, Suspension, Coyotetail, Asp Poison Sac
16	Basilisk Poison	Lined Poison Vial, Suspension, Basilisk Eye Stalk (2)
16	Spine Break	Lined Poison Vial, Constrict Suspension, Thorny Ergot, Delphinium
24	Crystal Eritus	Lined Poison Vial, Suspension, Crystallized Marrow (2)
24	Solvent Gangrene	Poison Vial, Suspension, Grave Mold (2)
32	Cyclan Butil	Lined Poison Vial, Suspension, Cyclamine Corm (2), A Snake Venom Sac
40	Putrid Bane	Lined Poison Vial, Suspension, Putrid Bile (2)
48	Sweet Lathyrus	Lined Poison Vial, Suspension, Ichor (2), Giant Wasp Venom Sac
48	Delusional Swiftess	Poison Vial, Suspension, Giant Wasp Venom Sac, Vampire Bat Saliva (2)
56	Lixt Wing Dust	Lined Poison Vial, Suspension, Embalming Dust (2)
56	Rancid Wolfkiller	Lined Poison Vial, Suspension, Dogbane (2), Chunk of Meat
56	Anti-Element	Lined Poison Vial, Suspension, Red Hellebore, Ground Garlic
64	Festering Nettle	Lined Poison Vial, Suspension, Ashroot (2)
64	Maddening Sap	Lined Poison Vial, Suspension, Succulent Sap (2)
72	Atrophic Sap	Lined Poison Vial, Constrict Suspension, Alocasia Root (2)
80	Aching Blood	Lined Poison Vial, Constrict Suspension, Lactera (2)
80	Eyeburn Solution	Lined Poison Vial, Constrict Suspension, Coyotetail (2), Muddite Mud
88	Kinetic Suppressant	Lined Poison Vial, Constrict Suspension, Delphinium (2), Basilisk Eye Stalk
88	Lethargic Bliss	Lined Poison Vial, Constrict Suspension, Whore's Bane (2)
96	Brain Freeze	Sealed Poison Vial, Constrict Suspension, Gelsemium Root (2)

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Enchanter Research

(Tome of Endless Enchantments)

Diff	Results	Ingredients
5	Spell: Levitate	Two Parts of Tasarin's Grimoire Pg. 23 (left and right)
5	Spell: Disempower	Two Parts of Tasarin's Grimoire Pg. 24 (left and right)
5	Spell: Mesmerization	Two Parts of Tasarin's Grimoire Pg. 26 (left and right)
5	Practice Rune (Complete)	Practice Rune (Azia), Practice Rune (Beza)
25	Spell: Berserker Strength	Two Parts of Tasarin's Grimoire Pg. 30 (left and right)
25	Spell: Color Shift	Two Parts of Tasarin's Grimoire Pg. 312 (left and right)
25	Spell: Endure Magic	Two Parts of Tasarin's Grimoire Pg. 375 (left and right)
25	Apprentice Rune (Complete)	Apprentice Rune (Azia), Apprentice Rune (Beza)
45	Spell: Strip Enchantment	Two Parts of Tasarin's Grimoire Pg. 390 (left and right)
45	Spell: Tepid Deeds	Velishoul's Tome Pg. 8, 9
45	Spell: Invigor	Velishoul's Tome Pg. 16, 17
45	Training Rune (Complete)	Training Rune (Azia), Training Rune (Beza)
65	Velishoul's Tome Pg. 16	A Faded Velishoul's Tome
70	Spell: Ultravision	Velishoul's Tome Pg. 43, 44
70	Spell: Nullify Magic	Velishoul's Tome Pg. 67, 68
70	Spell: Enstill	Velishoul's Tome Pg. 75, 76
70	Spell: Feedback	Velishoul's Tome Pg. 108, 109
70	Journeyman Rune (Complete)	Journeyman Rune (Azia), Journeyman Rune (Beza)
90	Spell: Insipid Weakness	Salil's Writ Pg. 60 (both parts)
90	Spell: Radiant Visage	Salil's Writ Pg. 64 (both parts)
90	Spell: Mana Sieve	Salil's Writ Pg. 90 (both parts)
90	Velishoul's Tome Pg. 68	A Faded Velishoul's Tome
90	Velishoul's Tome Pg. 108	A Faded Velishoul's Tome
90	Study Rune (Complete)	Study Rune (Azia), Study Rune (Beza)

Skills: Enchanter & Magician Research

Magician Research (Elemental Grimoire)

Diff	Results	Ingredients
5	Spell: Summon Heatstone	Summon Element Scroll, Words of the Element, Bloodstone
5	Spell: Minor Summoning: Earth	Spell: Elemental: Earth, Words of Tyranny, Small Brick of Ore
5	Spell: Minor Summoning: Water	Spell: Elemental: Water, Words of Tyranny, Shark Skin
5	Spell: Minor Summoning: Fire	Spell: Elemental: Fire, Words of Tyranny, Halas Heater
5	Spell: Minor Summoning: Air	Spell: Elemental: Air, Words of Tyranny, Aviak Feather
5	Practice Rune (Complete)	Practice Rune (Azia), Practice Rune (Beza)
25	Spell: Lesser Summoning: Earth	Spell: Minor Summoning: Earth, Words of Dominion, Topaz
25	Spell: Lesser Summoning: Water	Spell: Minor Summoning: Water, Words of Dominion, Ice of Velious
25	Spell: Lesser Summoning: Fire	Spell: Minor Summoning: Fire, Words of Dominion, Jade Shard
25	Spell: Lesser Summoning: Air	Spell: Minor Summoning: Air, Words of Dominion, Pearl Shard
25	Apprentice Rune (Complete)	Apprentice Rune (Azia), Apprentice Rune (Beza)
45	Spell: Cornucopia	Spell: Summon Food, Words of Transcendence, Loaf of Bread
45	Spell: Everfount	Spell: Summon Drink, Words of Transcendence, Water Flask
45	Spell: Summoning: Water	Spell: Lesser Summoning: Water, Words of Dimension, Ice of Velious
45	Spell: Summoning: Fire	Spell: Lesser Summoning: Fire, Words of Dimension, Jade Shard
45	Spell: Summoning: Air	Spell: Lesser Summoning: Air, Words of Dimension, Pearl Shard
45	Spell: Summoning Earth	Spell: Lesser Summoning: Earth, Words of Dimension, Topaz
45	Training Rune (Complete)	Training Rune (Azia), Training Rune (Beza)
70	Spell: Summon Coldstone	Spell: Summon Heatstone, Words of Sight, Eye of Serilis
70	Spell: Greater Summoning: Earth	Spell: Summoning: Earth, Words of Coercion, Glove of Rallos Zek
70	Spell: Greater Summoning: Water	Spell: Summoning: Water, Words of Coercion, Flame of Vox
70	Spell: Greater Summoning: Fire	Spell: Summoning: Fire, Words of Coercion, Breath of Solusek
70	Spell: Greater Summoning: Air	Spell: Summoning: Air, Words of Coercion, The Scent of Marr
70	Journeyman Rune (Complete)	Journeyman Rune (Azia), Journeyman Rune (Beza)
90	Spell: Nullify Magic	Spell: Cancel Magic, Words of Detention, Blood of Velious
90	Spell: Minor Conjunction: Fire	Spell: Greater Sum.: Fire, Words of Duress, Breath of Solusek
90	Spell: Minor Conjunction: Air	Spell: Greater Sum.: Air, Words of Duress, The Scent of Marr
90	Study Rune (Complete)	Study Rune (Azia), Study Rune (Beza)

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Necromancer Research

(Book of Dark Bindings)

Diff	Results	Ingredients
5	Spell: Banshee Aura	Words of Derivation, Words of Eradication
5	Spell: Shadow Vortex	Words of Imitation, Words of Dissolution
5	Spell: Hungry Earth	Words of Materials, Words of Spirit
5	Spell: Voice Graft	Words of Possession, Words of the Spoken
5	Spell: Restless Bones	Words of Reviviscence, Words of the Sentient (Azia)
5	Practice Rune (Complete)	Practice Rune (Azia), Practice Rune (Beza)
25	Spell: Harmshield	Words of Refuge, Words of Absorption
25	Spell: Identify	Words of Enlightenment, Words of Anthology
25	Spell: Word of Shadow	Words of Cazic-Thule, Words of Radiance
25	Spell: Animate Dead	Words of the Extinct, Words of the Quickening
25	Apprentice Rune (Complete)	Apprentice Rune (Azia), Apprentice Rune (Beza)
45	Spell: Shadow Sight	Words of Discernment, Words of Eventide
45	Spell: Intensify Death	Words of the Sentient (Beza), Words of Recluse, Words of Absorption
45	Spell: Breath of the Dead	Words of Cloudburst, Words of Mistbreath, Words of Cazic-Thule
45	Spell: Haunting Corpse	Words of Possession, Words of Detachment, Words of Allure
45	Training Rune (Complete)	Training Rune (Azia), Training Rune (Beza)
70	Spell: Summon Dead	Words of Possession, Words of Haunting, Words of Rupturing
70	Spell: Renew Bones	Words of Purification, Words of the Incorporeal, Words of Acquisition (Azia)
70	Spell: Vampiric Wave/Curse	Words of Possession, Words of Dissemination, Words of Parasitism
70	Journeyman Rune (Complete)	Journeyman Rune (Azia), Journeyman Rune (Beza)
90	Spell: Invoke Fear	Words of Resolve, Words of Quivering, Words of Duration
90	Spell: Call of Bones	Words of Motion, Words of Neglect, Words of Endurance
90	Spell: Surge of Enfeeblement	Words of Abatement, Words of Cazic-Thule, Words of Efficacy
90	Spell: Invoke Shadow	Words of Dark Paths, Words of Haunting, Words of the Suffering
90	Study Rune (Complete)	Study Rune (Azia), Study Rune (Beza)

Diff = Difficulty Level of recipe

* = component can be reused

(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Necromancer & Wizard Research

Wizard Research (Lexicon)

Diff	Results	Ingredients
5	Spell: Identify	Rune of Falhalem, Rune of Substance
5	Spell: Project Lightning	Rune of Periphery, Rune of Fulguration
5	Spell: Pillar of Fire	Rune of Proximity, Rune of Nagafen
5	Practice Rune (Complete)	Practice Rune (Azia), Practice Rune (Beza)
15	Spell: Numbing Cold	Rune of Inception, Rune of Cold
25	Spell: Enstill	Rune of Neglect, Rune of Oppression
25	Spell: Fire Spiral of Al'Kabor	Rune of Velious, Rune of Al'Kabor
25	Apprentice Rune (Complete)	Apprentice Rune (Azia), Apprentice Rune (Beza)
45	Spell: Levitate	Rune of Expulsion, Rune of Attraction
45	Spell: Cast Force	Rune of Presence, Rune of Disassociation
45	Spell: Column of Lightning	Rune of Trauma, Rune of Xegony
45	Spell: Lightning Storm	Rune of Karana, Rune of Xegony
45	Training Rune (Complete)	Training Rune (Azia), Training Rune (Beza)
70	Spell: Tox Portal	Rune of the Combine, Rune of Dismemberment, Rune of Regeneration
70	Spell: Shock Spiral of Al'Kabor	Rune of Rallos Zek, Rune of Al'Kabor, Rune of the Helix
70	Spell: Energy Storm	Rune of Karana, Rune of Xegony, Rune of Fulguration
70	Journeyman Rune (Complete)	Journeyman Rune (Azia), Journeyman Rune (Beza)
90	Spell: Nullify Magic	Rune of Consumption, Rune of Sorcery, Rune of Arrest
90	Spell: Circle of Force	Rune of Concussion, Rune of Banding, Rune of the Catalyst
90	Spell: Lava Storm	Rune of Concussion, Rune of Solusek Ro, Rune of the Cyclone
90	Spell: Thunderclap	Rune of Conception, Rune of Howling, Rune of Contortion
90	Study Rune (Complete)	Study Rune (Azia), Study Rune (Beza)

Alchemy (Medicine Bag) (Shaman only)

Diff	Results	Ingredients
1	Potion of Somber Origins	Rat Ears, Alkanet Root
1	Potion of Lesser Vigor	Lucerne, Birthwart
1	Potion of Lesser Cohesion	Sage Leaf, Fenugreek
1	Potion of Lesser Stability	Lucerne, Sage Leaf
5	A Potion of Swirling Liquid	Opal Slush, Dristilate
6	Potion of Charming Deceit	Undead Froglok Tounge, Mugwart
6	Potion of Lesser Accuracy	Birthwart, Fenugreek
6	Potion of Lesser Adroitness	Sage Leaf, Birthwart
6	Potion of Lesser Power	Lucerne, Fenugreek
11	Potion of Troll's Essence	Faerie Wing, Yebamante
11	Minor Potion of Antibody	Maidenhair Fern, Mullein
11	Minor Null Potion	Fenugreek, Mandrake Root
11	Minor Potion of Cold	Birthwart, Allspice
16	Potion of Spurn Affliction	Zombie Skin, Reucoat's
16	Minor Potion of Heat	Sage Leaf, Benzoin
16	Minor Potion of Purity	Lucerne, Night Shade
21	Potion of Wolves Blood	High Quality Wolf Skin, Sticklewort
21	Blood of the Wolf	Birthwart, Fenugreek, Wolf Blood
21	Potion of Lesser Rejuvenation	Sage Leaf, Lucerne, Yarrow
26	Potion of Frosty Insurgency	Polar Bear Skin, Bistort
26	Potion of Unlife Awareness	Fennel, Elderberry
26	Potion of Frosty Insurgency	Polar Bear Skin, Bistort
31	Potion of Gorging Toxin	Giant Wasp Venom Sac, Boneset
31	Potion of Fleeting Languor	White Wolf Skin, Burdock Root
31	Potion of Negation	Mystic Ash, Mercury
31	Potion of Aquatic Haunt	Hydrangea, Jatamasi
36	Potion Skin of Ro	Fire Drake Scale, Vox's Dust
36	Kilva's Blistering Flesh	Clubmoss, Jatamasi
36	Potion of Antiweight	Hydrangea, Sumbul
41	Potion of Gnomish Boils	Bat Fur, Eyebright
41	Kithar's Disease Treatment	Echinacea, Lady's Mantle
41	Ethira's Poison Antidote	Hyssop, Lady's Mantle
46	Potion of Vox's Vitality	Froglok Leg, Sea Spirit
46	Serpent's Conviction	Fennel, Eucalyptus Leaf

Diff = Difficulty Level of recipe

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(2) = two of this item required (if part of ingredients)

(*) = component can be reused if the combine fails

(2) = recipe makes two of these (if part of result)

Skills: Alchemy Recipes, NP Reactions

46	Serpent's Drink	Clubmoss, Sumbul
50	Crushed Diamonds	Dread Diamond (*), Spectral Pestle
51	Potion Soul of the Incorporeal	Aviak Feathers, Stinging Nettle
51	Vial of Tamed Mercury	Mercury, Comfrey
51	Ant's Potion	Celandine Herb, Sumbul
56	Potion of Undead's Recourse	Warbone Chips, Damiana
56	Potion of Vigor	Lucerne, Birthwart, Blue Vervain Bulb
56	Potion of Cohesion	Sage Leaf, Fenugreek, Blue Vervain Bulb
56	Potion of Stability	Lucerne, Sage Leaf, Blue Vervain Bulb
61	Potion of Gulon's Impunity	Lightstone, Figwort
61	Potion of Accuracy	Birthwart, Fenugreek, Blue Vervain Bulb
61	Potion of Adroitness	Sage Leaf, Birthwart, Blue Vervain Bulb
61	Potion of Power	Lucerne, Fenugreek, Blue Vervain Bulb
66	Potion of Copal's Demise	Evil Eye EyeStalk, Horehound
66	Potion of Antibody	Maidenhair Fern, Mullein, Blue Vervain Bulb
66	Null Potion	Fenugreek, Mandrake Root, Blue Vervain Bulb
71	Potion of Soluan's Vigor	Werewolf Pelt, Vetiver Root
71	Potion of Cold	Birthwart, Allspice, Blue Vervain Bulb
71	Potion of Heat	Sage Leaf, Benzoin, Blue Vervain Bulb
76	Potion of Shumar's Breath	Vampire Dust, Horehound
76	Potion of Purity	Lucerne, Night Shade, Blue Vervain Bulb
76	Potion of Rejuvenation	Sage Leaf, Lucerne, Figwort
81	Potion of Assailing	Cyclops Eye, Bugbane
81	Potion of Spirit Shield	Clubmoss, Sumbul, Clover
86	Potion of Vampiric Spirit	Griffon Feathers, Feverfew
91	Potion of Wrackbane	Mammoth Meat, Woundwart
91	Greater Potion of Negation	Mystic Ash, Mystic Ash, Mercury
96	Potion of Dulsehound	Hill Giant Toes, Balm Leaves

Non-Player Reactions

Some monsters and NPCs will interact with you to varying degrees, while others will attack you on sight (unless you're just too powerful for them to hope to defeat you). If anyone other than a player character approaches you with the following reactions (all displayed in green on-screen), they will tend to interact with you:

Warmly Kindly Amiably Indifferently Apprehensively Dubiously

If you see either of the following reactions (both displayed in red on-screen), the creature/character is about to attack:

Threateningly Ready to attack

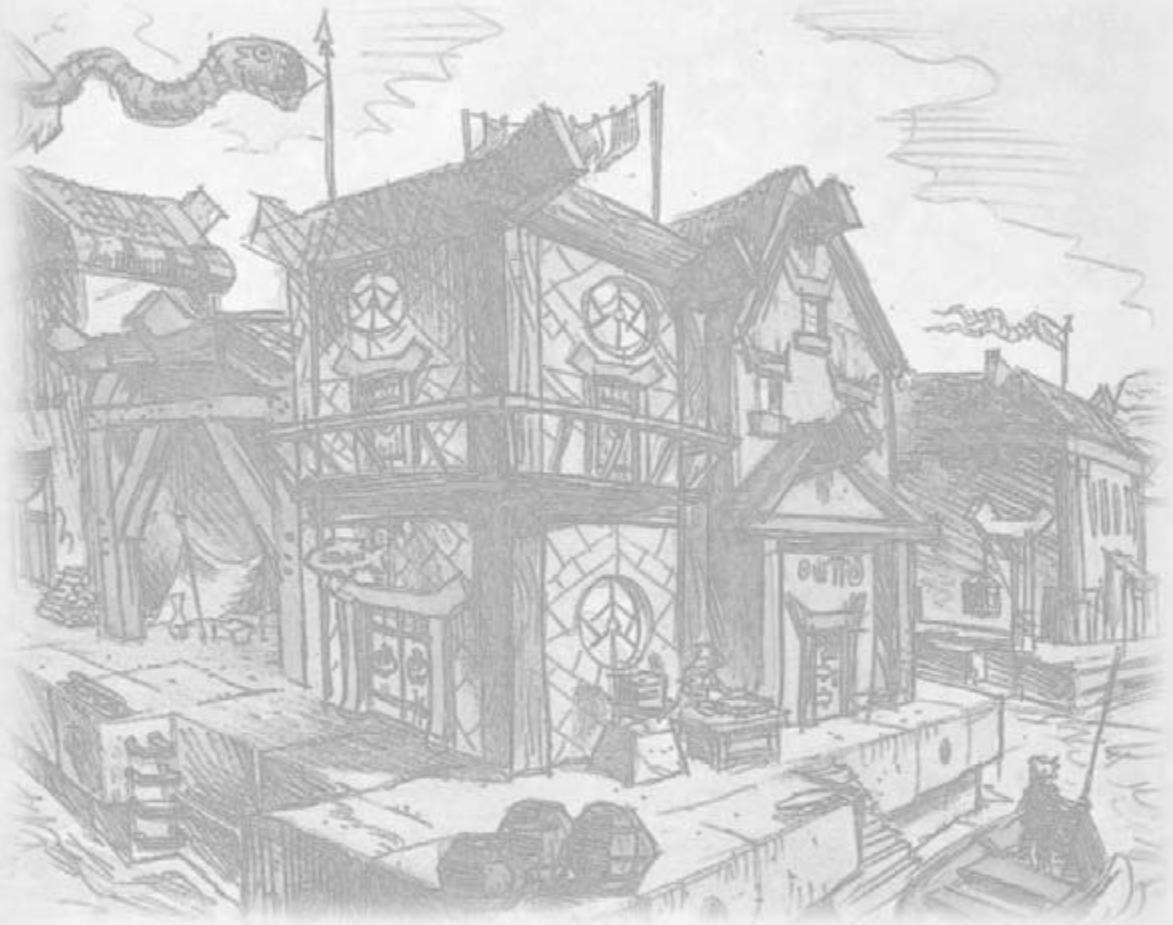
Con Table *Compiled by Ronaldor Vladimir, Level 48 Mage, Prexus*

There are a lot of possible responses when you /CON a target; many of the responses depend on your own character's level. This list identifies your target's level (as closely as possible) depending on your own level and the response you get to your /CON. (Of course, the most telling aspect of the response is its color.)

Color is mostly straightforward, with one note — “white” messages can display either white or black, depending on how you’ve set your options.

Target Level is relative to your level. For example, “-4 (or more)” means that your target is 4 or more levels below your own level.

Color	Your Level	Target Level	Text
Red	All	+3 (or more)	What would you like your tombstone to say?
Yellow	1 - 24	+1 or +2	Looks like quite a gamble.
	25+	+1 or +2	Looks like it would wipe the floor with you!
White	1 - 12	Same	Looks like an even fight.
	13 - 14	Same	Looks kind of risky ... you might win.
	15 - 24	Same	He appears to be quite formidable.
	25+	Same	Looks like quite a gamble.
Blue	1 - 12	-1 to -3	Looks like you would have the upper hand.
	13 - 14	-4 or -5	Looks like you would have the upper hand.
	13 - 14	-1 to -3	Looks kind of risky, but you might win.
	15 - 24	-5	You would probably win this fight ... it's not certain though.
	15 - 24	-4	Looks quite risky, but might be worth a try.
	15 - 24	-3	Looks quite risky.
	15 - 24	-1 or -2	Looks kind of dangerous.
	25+	-1 to Green	Appears to be quite formidable.
Green	1 - 12	-4 (or more)	Looks like a reasonably safe opponent.
	13 - 24	-6 (or more)	Looks like a reasonably safe opponent.
	25 - 34	-11 (or more)	You could probably win this fight.
	25 - 34	-8 to -10	This creature could pose problems, but you would probably defeat it.
	35 - 40	-11 (or more)	You could probably win this fight.
	35 - 40	-10	This creature could pose problems, but you would probably defeat it.
	41 - 44	-12 (or more)	You could probably win this fight.
	45 - 49	-13 (or more)	You could probably win this fight.
	50+	-14 (or more)	You could probably win this fight.
	50+	-14 (or more)	You could probably win this fight.



Words to the Wise

Starting Off

Do this first, always! This is the very first rule – and one that most players find out the hard way during their first few hours of play.

MOVE THE AUTO-ATTACK KEY!

There's nothing more frustrating than trying to strike up a conversation with an NPC and accidentally not bringing up the chat bar first. That means the first time you type in the letter [A], thinking that you're just talking to a merchant, you attack him. The result is a disastrous bludgeoning that leaves an ugly stain on the sidewalk and leaves the new player-character dazed, dead and confused.

To move the auto-attack key, go into Game Options, click "Keyboard," click in the field below "Autoattack," click the key to which you are remapping auto-attack, and click "Back."

Views

There are three different user interface views for players in *EverQuest*: Use [F10] to cycle through them.

- † **Full-Screen.** You see all the action with no interface at all except for important messages, such as "Loading Please Wait" or "You are dead." You need to be very familiar with keyboard commands to use this view effectively.
- † **Half-Screen.** This is the most-used setup for most players. The entire action is still viewable, but the really important interface buttons are available. Text flows across the bottom of the screen.

- † **Interface Screens.** You default to this set of screens after character creation. This is the view where you can open up character inventory, see character skill levels, etc.

Tech it up. The Options screen has some options that may make it easier to see at night, depending on what race you're playing. Some races (Elves, Dwarves, Gnomes, Iksar, Ogres and Trolls) have special night vision abilities, but others (like Erudites) are blinder than bats at night. The Gamma slider bar can offset that problem by making things a bit brighter for Voodoo card owners.

Pan around. Those pesky little creatures in the newbie garden are often short and hard to keep track of during an attack. Players learn early that panning the view around helps tremendously. [3] and [9], the right mouse button and the arrow keys all pan the view. [5] re-centers the view (but not the keypad).

Panning the view also works really well when swimming underwater. The character swims in whatever direction the view is pointing.

Customization/Options

EverQuest has taken into account that not every player enjoys the same interface and has built in options to tailor the game to your preferences. For example, you can re-map keyboard commands. (See the *EverQuest* manual.) Check out the options menu for choices, such as MOUSE LOOK.

Words to the Wise: Starting Off

Hot Buttons

Hot Buttons make life on the run a bit easier. The first step is to open the Abilities window and assign all available skills to the Macro Buttons there.

The second step is to click-and-hold on frequently used buttons. A copy then “floats” on the cursor and can be dropped onto an empty slot on the left side of the interface screen. Any clickable button (except “Meditate”) on the interface and any inventory/cloth slot can be copied onto an empty slot. That button can then be pressed whenever you need a particular attack, spell, chat message or other function.

Combat. Combat attacks and other offensive skills are used more than just about any other buttons, so it’s a good idea to copy all of those onto Hot Buttons right from the start.

Organize. Six Hot Button “banks” exist. Clicking the small number above the slots changes banks. One could be dedicated to non-combat actions (Walk/Run, Camp, Sit, Hail) while another holds spells or combat attack types.

Highly recommended. Check the *EverQuest* manual and set up the character “hot buttons.” Each character is given 6 groups of 6 buttons – that’s 36 hot buttons for each character. To switch between the 6 groups, either click the arrow buttons above the boxes or hold [Shift] and hit [1]-[6]. Each of the 6 buttons in the group is mapped to the [1]-[6] keys on the keyboard (but not the keypad).

Mapping the buttons. Left-click-and-hold on almost anything in the User Interface. When a BUTTON ICON appears, you can then take that BUTTON ICON and drop it into an empty hot box. This works for everything from memorized spells to the programmable text macros.

Important Note: Hot button groups do not carry on to other characters. For example, you can set up hot buttons for spellcasting characters differently from Warrior characters.

Example: Bard

Consider a set of hot boxes for quick access to useful Bard songs, another set up for melee weapon and instrument changes, and a third one set up for traveling.

Suggested organization: Most frequently used spells on hot box group 1, weapons and other often-used items on hot box group 2, and a set of items used when traveling on hot box group 3. Of course, you should organize your hot boxes in ways that best fit your playing style.

Strafing Workaround

There is no STRAFE LEFT or STRAFE RIGHT key in *EverQuest*. To be honest, you won’t find a lot of use for strafing since you select a target and start swinging. However, you can hold down the STRAFE key and use the TURN LEFT and TURN RIGHT keys to strafe in that direction.

Text Macros

You have 12 social buttons you can use to set up the most commonly used text commands, such as controlling pets, dialog during battle, emotes, etc. Right-click on a "Social" box to bring up a dialog box. Then, type in a short description, multiple commands, and/or spoken text. You can have up to five different messages (one on each line) per macro.

Example: Necromancer

You type in:

```
/pet attack
/say I command thee to kill!
```

Characters around your Necromancer will "hear" the **/say** and then see the pet respond and attack.

Limitations: **/say** disables **/say** or generic / commands on the three lines immediately following it. The exception to this rule is the use of **/groupsay** (**/gsay**), **/guildsay** (**/gu**), and **/shout**. Play with the macros, get a feel for how they work.

Try lines similar to the following example:

```
/pet guard me
/say Deathfang, to my side!
:saps his fingers.
```

Auctions

Similarly to the messages above, you can also extend a message for auctions by just repeating **/auction** (up to five times per macro) and continuing your text.

Choosing a Server

Want suggestions on which server to pick? We have three, and they contradict each other, so we'll give you all three:

Go low. The CHOOSE A SERVER screen gives you a wide choice of servers from which to choose. It also tells you how many player-characters are online at that particular time. It helps to watch servers for a few days during the times you're most likely to play. Usually, it's more fun to play on newer servers with lower populations. Even a low population server will have enough people to play with, so there isn't really a worry about not finding groups. There is more likely to be a tighter community on such a server and it's less crowded.

Find the crowds. On the flip side, older servers with lots of established players can be a source of reward and wealth. What better way for a level 30 Paladin to unload a rusty two-handed blade or old armor than to give it to a newbie character for cheap? What's 5pp to a character brimming with hundreds of plats? Be nice, play nice, and make nice, high-level friends ... it's often worth the effort.

Split the Difference. Go for the mid-range of server age and population. There are better chances to put together the group you want than there are on the less-populated servers, and more people willing to help you out with quest suggestions, tips, and the like. And you have better odds of camping the spawn you want without having to wait for a turn than you would on an older, more crowded server.

Words to the Wise: Choosing A Server

The Consensus

Choose the server with the lowest average population at the times you're likeliest to play, unless one of the following holds true:

- † You have friends who already play *EverQuest* and want you to join their server so you can play with them.
- † You're a diehard PvP'er and want to jump into one of those servers.
- † You have hopes of joining a prominent guild or roleplay community on a particular server.
- † You want to play with others whose first language RL (real world) is the same as yours (non-English).

Other Considerations

Sprechen Sie Orc? Despite the vast array of in-game languages, players sometimes find it difficult to communicate with other players from other countries. Players from outside the United States should do some checking around to find servers containing other players of the same nationality. For instance, Veeshan has a relatively high number of Asian players, and Solusek Ro is home to many German players. The Karana server has a high population of French players. Similarly, Tunare has a large international contingent (as do many of the older servers), including a large Taiwanese/Hong Kong contingent.

PvP? All players are automatically enabled for PvP combat on three of the servers. Rallos Zek has free-for-all PvP, with the ability to loot an item from the people you kill. Tallon Zek and Vallon Zek are team PvP servers, with coin loot only. (See **PvP Servers**, pg 28.)

The current PvP teams are:

- † Dark (Dark Elf, Iksar, Ogre, Troll)
- † Elven (Half Elf, High Elf, Wood Elf)
- † Human (Barbarian, Erudite, Human)
- † Short (Dwarf, Gnome, Halfling)

Find your own. There are some servers that have been adopted by certain groups. For example, Fennin Ro was the first server chosen to be designated a 'roleplaying' server.

Search the web for the groups you want to join (see **EQ On-Line Sites**, p. 46, to get you started). For example if you want to play on a server with a lot of German players, search the German sites and see if they have a preferred server.

Ask other players, poke around on the chat boards, and then select a server. When it comes to grouping and leveling up quickly, it pays to make a lot of friends who are near your level, regardless of the server you choose.



The Basics

Roleplaying

Immersion roleplaying. One of the best ways to have a good time in *EverQuest* is to assume the personality of a certain race and class. Come up with good background stories, and stick to them. Don't worry about what other players think, even if they're all ROFL — nearly everyone appreciates a player who takes the time to create an interesting personality.

Spend some time making up the fantasy life you've always wanted to have. Make a new character who's an Erudite orphan, taken in by a great Wizard and carefully taught every spell from the tender age of two ... detail an Ogre past, including a family history of thick blood and schizophrenia ... explain why your Human Monk gave up a life of wealth and riches and decided to roam Norrath

Make a description. You can create your own description of your character (physical, social or whatever). Right-click on your character's picture (in a camera view) and type in the description. If you enter `/roleplay`, your name changes from dark blue to purple, and anyone who right-clicks on you will see the description you typed. Also, your character no longer shows class or level to a `/who` command.

Drop hints. When a character has a quirk, give other players clues as to why that particular trait exists. Does your steaming hatred of Trolls stem from a childhood of being teased? Allude to it. Do you have a traditional "fight song" that you sing before

each fight? Put in on a hot key, or just talk about it. Drop hints as to why the fearless character has an unnatural loathing of bridges. You can use conversations, but emotes in particular are helpful in defining your character (see **Emotes**, p. 42).

Think like an Iksar, or whatever. Being a good roleplayer means getting into a character. Leave your real personality behind and be consistent in your tone and actions. Before long, you'll be spending time in your real life thinking about your fantasy life!

Pick an easy name. Here's an important one — keep the name simple! Remember, other players who want to say anything other than "Hey, you!" must type in by hand. Feel free, of course, to make it match the character's background or personality ... just try to keep it relatively short and easy to spell. Other players will appreciate it.

Give some slack. Get to know other players before judging them too harshly. Just because someone comes across as brash, rude and insensitive doesn't make him or her a mean person. Talk, converse, ask questions ... who know what mysteries will surface after a few deep conversations over a couple of ales.

Stay off-channel. If you're a true roleplayer, don't overuse `/shout` and `/ooc`. For offline discussions with other players, try `/tell` and starting the line `ooc` without the `"/`.

Stay local. Try to keep idioms local to Norrath. Same goes for insults, etc.

Spin control. It's accepted that roleplaying a certain race may make your character hostile to certain other races. That's a good thing, and makes the Norrath experience more immediate and compelling. However, if your

Words to the Wise: The Basics

language is going to be very “sharp,” or your targets seem to be taking offense for real, you might want to drop out of character momentarily and **/tell** them that you are teasing or insulting them “in character” only.

The Book of Discord. That little book in the Inventory window may seem rather vague and useless at first, but it's really not. It's a major component of the game — if a newbie wants to join the ranks of player-killers (PKs) on a non-PvP server, the book must be handed over to a Priest of Discord. Most new characters, though, destroy the book immediately and forget about player-killing altogether.

Time

Time flies by at a manic pace in *EverQuest*. First it's night, then it's day, and then it's night again. Expect to see many days go by in Norrath per one 24-hour session.

The **/time** command lets you know a) what time it is in Norrath and b) what time it is in the real world.

When your character camps and exits the game, time screeches to a halt. It still progresses in the game world, but upon returning, everything else will remain exactly the same (your character's health, fatigue, physical location, etc.).

The only thing exempt from standstill time is a character's corpse. After death, the corpse clock starts ticking. How long the corpse takes to decay depends on the character's level, and whether the player's still logged into the game or not. Higher-level corpses last longer, and young corpses don't last long at all. (See **How long will my corpse last?** p. 34.) The moral here is don't log out after dying!

Travel

Typing coordinates in the chat bar can be problematic: the positive and minus signs occasionally get dropped out. It's better to spell it out. 305.78, -200.66 would be spelled (pos)305.78 (neg)200.66.

/loc. Learn how to read the **/loc** coordinates.

The first number indicates how far north or south you are. If it's a positive number, it's north. If it's a negative number, it's south. The bigger the number (ignoring negativity), the farther north or south you are.

The second number indicates how far west or east you are. Positive numbers are west, negative numbers are east.

The third number — often ignored by players — is altitude. Positive numbers are higher than lower numbers.

Therefore: A location in Halas might be 305.78, -200.66 which means it's in the northeast part of the world.

Also: A Cabilis location might be -266.44, -221.15, meaning it's in the southeastern part of the world.

Cloud direction. Clouds head from east to west, which is an enormous help in figuring out what direction is where.

Big, dangerous & magnetic. Dropped swords will land with the point facing northward, just like a compass.



Money

Baby bread. The best way to earn money at the start is to go out and kill small game, then sell the loot to merchants in the city. This should yield enough to keep a new character fed, watered and clothed through a level or two.

Change out your cash. Don't carry copper and silver if you can switch it for gold. Keep your extra cash in a bank, preferably close to a good source of equipment you intend to buy.

Quests

Go to the guild. Your first quest is always to find your guild and turn over the note in the Inventory window — as the note itself tells you (right-click on the note to read it). This is really very easy if you're willing to ask around to track down the guild hall. Plus, the recipient is always happy to see new faces and usually hands out a small quest and reward item in return.

Quest again. Training is the next step after meeting the guildmaster. He (or she) will send your new character off to the next stop on the newbie journey — namely, a visit to Master So-and-So for a little training. (New characters get a few freebie practices, and gain more with experience.)

And again. Check around the cities for quests that you can do. They make gaining experience a lot more fun than just slaughtering critters in the newbie gardens. Check out your guild hall, and talk to other folks in your city.

Items

Food

Despite differences in price, one type of food or drink doesn't last longer than any other.

Alcohol does not count as drink. Milk, yes. Water, yes. Ale, no.

Acquisition

There are four basic ways of getting items in the world of Norrath (besides being handed one from another player-character). Each has different difficulty levels and reward values. Learning how to get these items is one of the enjoyable challenges that *EverQuest* provides.

Shop Goods

The most straightforward method is simply buying the item. There are hundreds of vendors in *EverQuest*, selling not only the store's own inventory, but also many items (including equipment) that other player-characters have sold to the vendors. If you've got the coin, this is a simple way to get the basic items that any PC needs to survive.

There is also a very large player-driven economy on *EverQuest*, and in many cities you will find items for sale by use of the **/auction** channel. Learning the "street" value of items before purchasing or selling anything is something that takes a while to get used to, but there are many players who take pride in making money simply through trade.

Words to the Wise: The Basics

Loot

The next easiest means of item acquisition is treasure. You need a weapon, an NPC that you can defeat in front of you, and a victory. Defeat the NPC in battle, and whatever prize it's carrying shall be yours.

Knowing where to find the most desired items in the game comes from much exploration. These are the items that must be won, that have great stories behind them.

Handmade Items

Making items with trade skills can be confusing at first, but the items will be imbued with pride and value to the person making them. Armor, jewelry, bows and many other items can be made by characters who have practiced the right skills.

Be warned that NPC vendors in *EverQuest* aren't going to sell an item for less than they would pay for it. Therefore be advised that you cannot simply make items and sell them to vendors for a profit. You make profit by selling things to other player-characters, not NPCs.

Quest Items

Questing is what makes *EQ* as great as it is. There are quests released with the game that have yet to be figured out. There are many varieties of quest items – from things that a newer player might consider disappointingly average, to the incredible Fiery Avenger sword for Paladins. Learning, adventuring and quest completion are joys of the game that players learn to love.

Note that many of the items and parts to a quest are “no-drop,” which means there will be no shortcuts, or the final item will never be able to leave your inventory. New quests continue to go into the game all the time, and those first to figure them out often become part of Norrathian history.

Items that Stick

Some items are “no-drop,” which means they can't be given away, traded, sold or dropped (although they can be stored in a bank). Usually, no-drop and lore items are part of quests. They can be destroyed, although that's a last resort, usually. *Don't* pick up items that are no-drop if you think someone else in your group has a better use for it. To find out if an item is no-drop before you pick it up, right-click-and-hold on it to find out. Be careful – right-clicking (without holding) can loot the item.

No-drop items are especially useful on the PvP server Rallos Zek, or anyplace else that player-killers can take treasure off fallen opponents, since you can wear them without fear that they'll be taken off your corpse.

Twinking

If you twink, you should expect to get flak from people who don't agree with twinking (see **Jargon Glossary: Twinking**, p. 22). Long-time players have a pretty good idea what equipment can be had at different levels, so if you show up with something you probably shouldn't have, they'll realize it.



Other Tips

New weapons. Check for new weapons — especially your own class-specific weapons — that may be added from time to time!

Be prepared. You should leave at least one slot open if you do not have a bag that will carry the largest possible item. If you complete a quest that results in an item too large for any of your containers, it will drop to the ground and you can easily overlook the fact that the item is not in your inventory until it is way too late.

Containers. One backpack takes up 1 inventory slot, weighs 3, and holds 8 — for 3 pounds you gain 7 slots. On the other hand, a large sack takes up 1 slot, weighs 1, and holds 6, giving you a gain of 5 slots per 1 weight.

So, for the weight of 1 backpack, you can have 3 large sacks, or 15 extra slots. If your character has a low Strength, and therefore a low encumbrance, it can be much more efficient to carry sacks than a backpack. However, if weight/encumbrance is not an issue for your character, carry several backpacks, as you will need to make fewer trips to the nearest vendor to convert your loot to cash. You should *always* leave one or two of your inventory slots empty, as noted above, for over-sized loot. When you sit to meditate or heal, examine (right-click-and-hold) your recent loot, then put it into your containers. You should always have some idea of how much more space you have for loot, and should never be surprised by the “You don’t have space in your Inventory for that item” message.

Bundle up. A few players suggest using a large sewing kit or a fletching kit as a pack. This has a great advantage — either of these is much lighter than most normal packs, and can hold a great deal. It also has a great disadvantage — if you accidentally hit the Combine button while carrying goods in either of these trade containers, everything in the container will be lost. It’s your choice.

Take the time. The old adage “good things are worth working for” holds true in *EverQuest*. Many of the trade skills (smithing armor, fletching, jewelry-making, etc.) can be particularly profitable if a character is willing to put effort into learning them.

Take just one. Control-click on a stack in your inventory to extract just one item from the stack. This is invaluable for practicing trade skills.

Dungeon loot. For characters at higher levels, good loot can be hard to come by. The less-populated places end up yielding valuable items more often, especially when it comes to dark, dangerous dungeons. Risk-taking is part of the game — players who want better stuff should be willing to take a few more risks to acquire it.

The old-fashioned way. Most of the time, class-based quests yield pricey items more often than the “hunt what’s around — kill it — loot it — sell it” method of doing things. Because of this, quests that are specific to an occupation (Monks, Necros, Warriors, etc.) are fairly intricate and send characters scurrying around all over the place. The lesson here is that valuable things can be acquired with lots of effort instead of lots of platinum.

Words to the Wise: The Basics

Pal around. Group, group, group for profit! The more characters that can help out at a camp site or on a quest, the better. It's much more efficient for a group to help its individual members than it is for each character to go at it solo. A group can help a character earn more money and better items in less time.

Being nice for profit. At newbie levels, it's tough enough to support oneself and stay stocked up on food and drink. It does get a bit easier as characters reach higher levels (mostly because harder creatures give out better loot), but good equipment still wears a heavy price tag. A lot of higher-level characters have more cash than they could possibly need and go through occasional periods of generosity. It never hurts to look nice, hopeless and poor in front of a rich crowd. Of course, it also never pays to annoy higher level characters who aren't in a generous mood. You never know when they might be in a position to help you out with a buff or a bind, and you don't want them to remember you as a pest and decide not to help after all.

Stay-ability. Focus items are kind of like non-perishables — they're needed to cast a spell, but they don't vanish afterward. For instance, some spells require a Fire Beetle eye. Once the spell is cast, the eye remains intact in the caster's inventory.

Elemental focus items. Magicians typically have to complete quests to get four elemental focus items — the Broom of Trilon, Shovel of Ponz, Torch of Alna and Stein of Ulissa: Air, Earth, Fire and Water, respectively. (A stein is a kind of mug.) Once acquired, these items help Magicians conjure up some pretty

powerful pets. Common rumor states that focus items aren't usable until a character reaches higher levels. This isn't true, however. At low levels, their advantage may be more dramatic than at higher levels.

Going back to the elemental focus items, Water and Earth have their very own Staves of Elemental Mastery. They aren't easy to find by any standard — let's just say that they're highly useful when it comes to pets

Boot-strapping. Here's a strategy available to nearly any character who can wear leather armor. Put your first four training points into whatever weapon you will use, then put one into Tailoring. Then save up for a *large* sewing kit, that will double as a backpack (but remember the danger of accidentally hitting Combine when using trade containers to carry things). Then go and kill whatever is wearing the pelts you need. Since you get XP for the creatures, you're not wasting time, and you can usually get all of your leather by level 4 or 5 (especially if you're small and just have to kill wolves).

Fun. Before your character reaches level 5, you don't lose experience points when you die. Therefore, an adventurous new character might want to put all valuables, such as what your guildmaster gives you and your money, into the bank and go exploring. Norrath is a big world, and it's worth spending a while to get out and become familiar with it before diving into serious character-building play.



Experience & Levels

Leveling and balancing. Some races and classes acquire XPs faster than others. Some of this is due to faster attack speeds (Monks), faster health point regeneration (Iksar and Trolls) or other basic racial or class advantages. On the other hand, there are built-in compensations, so that the races and classes that tend to accumulate XP faster also require more XP to level. In general, Warriors require the least XP to level, followed by Rogues. Paladins, Shadow Knights, Rangers and Bards require the most XP, followed by Monks.

Similarly, Halflings require the least XP to level. Trolls and Iksar require the most, followed by Ogres, then Barbarians.

You can do the math — a Troll Shadow Knight is going to take more XP to level than a Halfling Warrior, but (as was mentioned above) these are *balancing* factors — the races and classes that take more XP to level are also the races and classes that, on average, will acquire XP the fastest.

Bottom line? This is a game, not an exercise in math. XPs required for leveling might be a factor in the class and race you choose, but it's only one factor — try to find more interesting reasons for the choices you make.

EP disparities. Killing monsters in certain zones can provide more experience than killing the same monster in another zone. Some zones award more experience than others, or give more experience for mob fights.

Grouping for gain. In nearly all cases, grouping together helps you level up faster.

The bleeding obvious. After level 5, dying costs you experience. This XP loss gets bigger as you level up. Eventually, you'll be losing about half a bubble of XP per death. In addition to that, it will look like you've lost less during a hell level (30, 35, etc.) but it actually hurts more. And the level immediately *after* a hell level (31, 36, 41, etc.) appears to actually subtract *double* the XP. You will lose a full bubble for dying in those levels! To level up, try not to die. This means you need to develop strategies and play with people you work well with.

Common misconceptions are that caster mobs give more XP than fighter mobs, or that higher HP mobs give more XP than lower HP mobs. Neither is true. Mobs give XP based on their level, and whether they are dungeon or outdoor mobs. (Dungeon mobs give slightly more XP than outdoor mobs.) However, two outdoor mobs of the same level will give the same XP, regardless of their toughness or class. A level 35 sabretooth tiger (2000 HP) will give the same experience as a level 35 cockatrice (1300 HP).

Dying

Contrary to what they'd have you believe in real life, dying is not the end of existence on Norrath. Most characters have died several times by the time they reach level 10, so don't agonize over dying when you start playing *EverQuest* — just get up, go find your corpse (if you had anything useful) and get on with your life. In fact, until level 4, dying gives you back nearly everything you had at the start. New food, new drink, and a new little book. That's the best time to go exploring

Words to the Wise: The Basics

Binding. Binding refers to the spot where your character respawns when you die. Beginning at level 12 (pure casters) or 14 (pure healers), casters can bind themselves and other characters. Classes that never get *Bind Affinity* must find a caster bind them to a new location. While casters with the spell have the ability to bind themselves at almost any point on the face of Norrath, some of the most dangerous places will not allow binding for anyone. See **Bind Affinity**, below.

Self looting. Dying isn't fun, but at least you have one advantage — you're the only one who can claim your valuables off your dead body. You can also **/consent** to someone else picking up your goods for you, to save your party time and trouble — see the last paragraph, next column. (This isn't true for player-killers, who usually get some money and maybe an item if they succeed in killing another player-character.)

Bodies aren't always easy to find, however ... especially if you were lost before you died. So, most people choose to leave coins and really valuable stuff (that they won't need on their current adventure, of course) in the bank if they're about to venture out into dangerous or uncharted territory.

You can give the **/consent** command (followed by another character's name) upon respawning. This allows the other character to loot your corpse, which can be handy if your respawned character is miles away and the rest of your group is standing over your original dead body. Note that this also allows another character to drag your corpse to a location that is accessible to you or a Cleric who can resurrect you. Be careful about whom you trust with your mortal remains. It is best

to do so with characters of much higher level than yourself, people you know or members of your group. There is little recourse for recovering your items and cash if they are stolen. If you give consent to a character who then steals your belongings, be sure to report it to a GM — you won't get your belongings back, but the thief may be punished.

Corpse dragging. If a corpse seems irretrievable because of time or physical location, **/consent** can be used in conjunction with **/corpse** to move the body to a better place. The respawned character can then go loot his or her corpse and pick up everything. Of course, you should give consent only to players you trust not to drag your corpse to someplace even more remote.

Bind Affinity

The caster and the recipient of the *Bind Affinity* spell must be grouped together for the spell to work.

How to know if it has worked. Characters will receive a message from the spell saying that they have been bound to the area. If a character doesn't get that message, even if the spell was cast, he is not bound and when he dies, he will return to his old bind point.

The caster will get a message if the spell fails, but may not think (or in the case of certain conniving Dark Elves, may not choose) to tell the target.

Binding bugs. Rarely, *Bind Affinity* gets bugged. If you receive the "You feel yourself bind to the area" message and then die and return to your old bind point, petition and ask for help. (Or if anything else unusual happens, petition a GM for help.)

Combat

One hand or two? One-hand weapons are useful for Dual Wielding and doing more damage within a specific time-frame. Two-hand weapons usually lower the Taunt effect of an attack (good for wounded characters), and are good for doing more damage in the long run. (Of course, if you don't have Dual Wield or Taunt, ignore this paragraph.)

Skill balance. Fighters, practice your 1H and 2H skills in equal increments so that you'll keep both of them approximately the same level. If the disparity is too great, you might find yourself in trouble during battle if you aren't sufficiently skilled with the weapon you really need to use.

Interrupting spells. Stun spells and Bash interrupt caster mobs. This is a very important tactic that a good fighter (Warrior, Paladin or Shadow Knight) must master and a good caster (with the appropriate spells) must know. For the fighter, save your Bash until you see the mob begin a spell, and then try to hit with the Bash. If you hit, chances are that you will interrupt the caster. Casters also have spells (for example, the Druid's wind series) that can interrupt a mob during casting.

Overpowering your enemy. This is designed for the melee classes in the game. While it's extremely difficult in the higher levels to gain experience by simple brute force, at lower levels it can be done quite easily. It's a simple enough tactic: hit target with weapon, repeat. If you have special attacks, like Kick, Bash, and/or Slam, use them as often as possible.

If you're stronger than your foe, you'll usually be victorious. This is the simplest of all soloing tactics, but don't expect it to remain this simple at higher levels for those in melee classes. Eventually all melee classes will need the assistance of at least one other character to gain experience in *EverQuest*.

Con as a way of life. "Conning" is not swindling ... it's just a measure of how a character stacks up against a targeted opponent. Right-clicking on any character (or person, for player-killers) displays a colored text message. For real newbies, red and yellow critters should be avoided at all costs. White and blue ones are okay (they award experience), and so are green ones (they don't give experience, but they still yield loot). See the **Con** table, p. 208.

Scram. Generally, it's a smart idea to run when only one or two health-point bubbles remain. Unless, of course, dying sounds better than running all the way back to the edge of the zone.

Not all created equal. Not all monsters that con the same color are equally easy (or challenging) to kill. Some are bigger and badder than their friends. If something seems to be taking longer to kill, it's probably one of the better specimens of the species.

Run to daddy. In most towns, guards at the gate will kill most monsters that try to run through the gate. Newbies quickly realize this and use it to their advantage when a train of skeletons or equally dangerous critters are chasing them.

Words to the Wise: Combat

Casting in combat. Being hit automatically interrupts your spell at lower levels. As you go up in levels, and your skill in that magic school and Channeling go up, your ability to successfully cast a spell while being hit mid-cast goes way up.

Timing your Casts. Begin casting immediately after the mob swings and hits/misses. (Watch the text to determine when the enemy has swung. If you judge by the animation, you'll usually be wrong. The animation doesn't match the actual action — the text is more accurate.) That way you get the longest amount of uninterrupted time. (It's not long, but it's the best possible.)

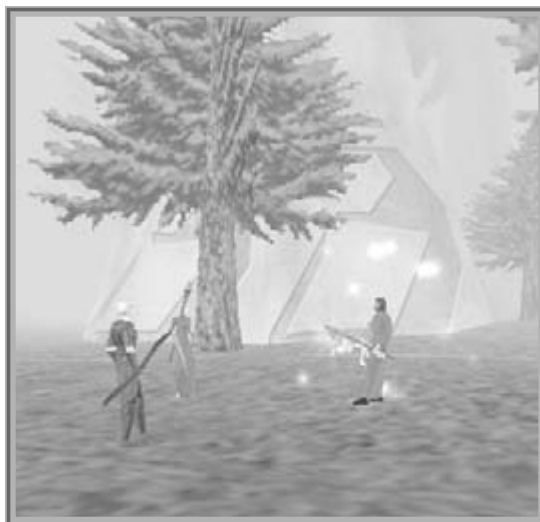
Thrown items. You can lose a ranged item by accidentally throwing it. It's a real pain to lose that 4Opp dragoon dirk because you unintentionally threw it at a mob.

Double-whammy. Fighting and casting classes form a useful symbiotic relationship — they can each benefit from the other's talents. The tank can taunt the creature to keep it interested and the caster safe, while the caster uses magic to help the tank defeat it. One really effective strategy players have developed for partner play is this: a tank and a spellcaster team up, the spellcaster buffs up the tank, the tank goes after something that normally cons yellow or red, and then both characters attack the creature. Simple and sweet.

Dueling

Claustrophobia/Agoraphobia. When casters take on fighter types in a duel, they'll normally try to fight in a wide-open area. That way, they can kite their opponents (in other words, knock them silly with an immobilizing spell, then cast damage, then run away while they regain mana). One good way for a fighter to counteract this — if the caster can't be forced into a smaller area — is to hit back with long-range weapons. They hate that.

To the pain. It has been known for two people to fight to the not-quite-death, by agreeing to fight up to a certain point — for instance, one bubble of health. (However, watch out for liars that might take advantage of you and kill you anyway ...)



Player-vs-Player

Be careful what you wish for. In nearly all cases (especially for players new to *EverQuest*) think twice, and then three times, about turning in your PvP book on a blue server... this is a Very Bad Thing, as it prevents anyone who didn't turn in a book from casting beneficial spells on you (or you on them) and generally removes some of the advantages of grouping.

Dress down. With the exception of folks who've got gold and plats just pouring out of their pockets, it's wise to carefully consider what equipment to carry when going solo. In PvP-land, cool stuff is an invitation to be killed and looted. Losing that great piece of equipment that took so long to get can be quite a letdown. For this reason, some characters prefer to keep a "nice" set of expensive armor on reserve for group play, and wear a less-expensive second set while going it alone. Don't be an obviously valuable target — it's safer that way.

Blind 'em. Clerics, Paladins and Shamans — when in doubt, blind 'em with *Flash of Light*.

Fizzle 'em. When battling a finger-wiggler (caster-type), one of your strongest offensive moves is to interrupt your opponent's spellcasting as often as possible. The best way to do this is to use the fastest weapon and the best shield possible.

Know the rules. All PvP servers are not created equally. The regular PvP server is Rallos Zek, while Tallon Zek and Vallon Zek are team PvP servers. What this means is that on Rallos Zek, everyone is out to kill everyone else. With the other servers, it's Dark Team vs. Elven Team vs. Human Team vs. Short Team. (Teams are listed on page 213.)

Start with the basics. All of the PvP servers are well populated. However, you should probably spend time getting to know *EverQuest* on a regular, non-PvP server before you decide to join the PvP ranks. Keep in mind that on any PvP server, corpses can be looted for coins, and on Rallos Zek, one item out of your inventory.



Groups

Don't be afraid to join parties and go hunting mobs; in fact, it's a good idea. At lower levels you won't lose as much experience, because you will die less often, and at higher levels you'll have what you need to make the fighting easier.

Curfew. If you're only going to be able to play for an hour or so, be sure to warn prospective groups before you join them.

Organizing a Party

Strengths and weaknesses. Before you go into battle, talk about what people feel their roles are and what you feel your best abilities are, and then work out a plan for how your skills will help the outcome.

Commands. Looking to group with a specific race or class? Prefer to travel with characters at exactly your level? You can use the following commands to locate the kind of companions with whom you might like to form a party. Most of these are listed in **Commands** (p. 37), but repeated here for your convenience.

/who This command gives you a list of the player-characters in your zone, each character's name, race, class and level (unless the character is in anonymous mode, or roleplaying mode, in which case it will just indicate the name). You can also modify this command to filter out information you don't want; for example, type **/WHO NECROMANCER** and learn all the Necromancers in

the zone, or **/who 5** to find all the level 5 player-characters in the zone. Remember that at lower levels, you gain no experience if members of your group are 4 levels above you, so knowing who is the right level is crucial.

/friend <name> This command will put (name) on your character's friend list. To see which friends on the list are playing, type **/who friend all**.

/tell <recipient's name> <your message here> This command will send a private message to another player. This can be useful to ask others if they want to join your party without having to shout and bother everyone else in the zone.

/shout This is the easiest way to find group members, but it can be overused and annoying. Consequently, a lot of players keep **/shout** turned off. To use, simply shout something like **"/shout Lvl 9 Ranger looking for party!"** and wait for replies.

/group, /g: This works a little like **/tell**, only it allows you to talk privately to everyone in their group.

/invite and **/disband:** These are also selections on the character's interface screen. To invite someone to join your group, target the character and click the **INVITE** button. The invitee will either accept or decline. If he or she accepts, joining the group is automatic. To then leave the group or disband it, click the **DISBAND** button.

Level limits on grouping. At lower levels, all characters in a group must be within three levels of each other. If this limit is exceeded, the characters who are too low will gain no experience points.

Later, this limit becomes 2/3 of the highest level present. For example, a level 30 may group with a level 20, and a level 50 with a level 35, and they all gain experience.

Assign roles. Grouping is without a doubt one of most enjoyable ways to spend *EverQuest* time. Make sure, however, that the potential groups have a strategy... otherwise, everyone might end up attacking one monster while another goes unnoticed. Before the mob arrives, make sure everyone knows who's going to do what — especially if the approaching monster is bringing friends.

This one's almost too simple, but often neglected — let people do what they do best ... but get everything sorted out before you go into your first battle together.

Group Leader

Delegate. Choose a group leader and let that group leader decide who will lure the creatures, who will stand back and heal characters, or who will be the zone guide. That way, parties won't end up with too many members luring beasties back to the group and suddenly having more monsters than the group can fight. Every party needs a leader to come up with quick decisions on the details so the players can get back to the fun of the game instead of arguing.

Nose count. The group leader should always make sure the entire party is following before

heading off somewhere. Double- and triple-check to make sure everyone is where they're supposed to be. It's easy to get lost in Norrath ... and no one will be happy if hunting has to be suspended to find a lost group member (especially the one who got left behind)!

Group Responsibilities

Pare down. Always take the time to really examine accumulated possessions closely. When you're carrying too much, Agility and AC suffer. However, think carefully before getting rid of Strength-enhancing gear — with armor it's often the difference between being fine and being encumbered.

Be ready. If you join a group to go fight, be ready to go there. The prepared party members will be pretty annoyed if the Dwarf has to run to Kaladim to get food/water/sell items, etc. Take care of those things before joining the group.

Buff the AC. Generally speaking, items that increase armor class are more valuable than items that merely increase Strength. Upping armor class — even by only a few points — makes a big difference. (By the way, this is at least as big a concern when going soloing.)

Wait for the casters. If they're not ready to attack a creature, no one is ready.

Casters, don't sweat the small stuff. If the creature is an easy kill for the party, magic users should save those huge spells (and thus conserve mana) for another time.

Words to the Wise: Groups

Let one person choose. One tank should target the next mob to be attacked; everyone else targets the tank and types `/assist` so that everyone attacks the mob at once.

Track everyone's hit points. If a party member's hit points are getting too low, other members of the group should Taunt the creature away, cast a heal spell, or both.

Places, everyone! The effectiveness of a group almost never depends on the classes that make it up. What matters more is how well each person plays his or her character. If the Cleric is nuking and the Bard is Taunting, chances are the group will be very inefficient, if they survive at all. However, when everyone finds their place and gets into a rhythm, even the largest of pulls can be dealt with quickly.

Keep talking. Assign hot keys to common commands if you want to, but let people know what's happening.

Things change. Roles change as you level up or change groups. Do not assume that your group responsibilities remain constant as you continue playing.

For more information, see **Etiquette**, p. 238.

Splitting the Loot

Nothing's worse than a bunch of characters standing around bickering over who gets what. The AUTOSPLIT button will help somewhat, but the non-money loot will still have to be divided by the characters. Many times, the easiest way is to loot by taking turns alphabetically. Elect someone to keep track of whose turn it is to loot so there are no fights. (See also **Etiquette**, p. 238.)

Splitting Money

There are two types of loot in the game: coin and items. When dealing with coin, there are two acceptable ways of divvying it up. First is to simply turn on AUTOSPLIT, and let the computer do the work for you. There is only one drawback to autosplit, and that is the looter will always receive the coins that are not evenly divisible.

For example, let's say you're in a group of four. Someone in the group loots an NPC, getting 2 platinum, 3 gold, 4 silver and 5 copper. The looter's split would be 2 platinum, 3 gold, 1 silver, 2 copper. The rest of the group would each receive 1 silver and 1 copper, because the loot system does not "make change." It cannot split a single coin between characters. This is a big issue, so keep it in mind when choosing this method.

The second method is to have one trusted member of the group loot all NPCs with AUTOSPLIT off. Then, by using the `/split` command, the trusted member can split all loot at one time — a much more precise way to split the coin.

Splitting Items

One of the largest conflicts among groups can be the handling of item treasure. When hunting creatures that have specific, named items, know beforehand how the issues of allocation will be handled — just to avoid fights after the treasure has been acquired.

The most common way is to split by greatest need. For example, a Warrior has no need for a robe, or a Wizard a sword. Give preference to those who can use the item before those who cannot.

If there is more than one character who has a need for an item, or an item that no one has a need for (but all would like), the most common way of distribution is the lottery system. Basically, anyone that is involved in the lottery of the item does a `/random x` (where x is a number). So to get a random number between 0 and 100, type `/random 100`. Whoever rolls the highest number wins the item in question.

Normally the winner of an item doesn't receive a second item until everyone else in the group has received one. This ensures that the entire party profits from the adventure.

Being compassionate to the other members in the group has great benefits. Remember that everyone in the game desires the nicest items and great piles of coin. Your reputation for kindness to others will spread through Norrath, and others may base their decision on accepting you into a group — or leaving you out of a group — depending on that reputation. Dicker for and winning one nice item, at the cost of sitting out of many future groups, is a mistake that many newer adventurers make ... once.

Group Combat

The way it works. During a group fight, all members' damage is added together. After the creature dies, the entire group is awarded party experience.

If two groups are attacking something simultaneously, the group that does the most damage gets to loot the corpse and gets the experience.

Communication. Characters in a party should keep saying how many opponents are up, whether they are tough or weak opponents, what target is being attacked, and if any new monsters have popped in. Casters and healers should let the party know how much mana they currently have.

Be aware. Party members should cycle through camera angles during a fight to check for wandering beasties. Of course, you should alert your party as soon as anything hostile is sighted and whether it seems like it will interfere.

Hate list. Monsters like to attack whoever's hitting them the hardest. Their immediate person of choice varies, and they can be "redirected" by either taunts or blows.

All for one. During a group fight, everyone should try to keep an eye on everyone else's health bar. (The bars for all group members appear on your interface when you join the group.) If someone's getting slammed, that character can quit fighting for a moment (or back up) and the other characters can concentrate on the attack. Hopefully, the monster will focus his attack on another group member.

The greater sum. Grouping with other characters is a highly effective method of banding together to take down a monster that no one newbie can take down individually. Many a group of newbies has successfully killed off a white or yellow monster by combining their attacks.

Don't forget to Taunt. Monsters tend to stick to one target at a time. If someone in the group is getting wasted by a creature who's focused on him or her, have the

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nearest fighter Taunt the creature and divert its attention away with a good whack or two. (See **Taunt**, p. 230.)

Run away! If the situation warrants a full-scale blind retreat, yell “Evac!” and hope the Wizard or Druid doesn’t fizzle the spell. They should also be prepared to evac the group if the fight is not going well and the Cleric calls “OOM!”

If the Wizard or Druid is evac’ing and tells the party, get close to the caster because you don’t want to be left behind. If you’re not within the spell’s radius you’ll be left behind to face near-certain death.

Pulling

Double-check. Be very careful not to pull more than your party can handle. That may sound obvious, but be sure and check that what you’re pulling is all you meant to pull.

Watch your pulls. If you’re pulling a mob from a distance, try not to pull it through anyone’s camp. It only confuses things, and it’s potentially dangerous, as well.

Keep control. If you’re pulling or kiting a creature and it goes aggro on an innocent passer-by, that’s your fault and you should apologize.

Tell your party. Let your party know what, and how many, you’ve pulled. This gives them time to prepare a proper reception.

Mesmerized Targets

If the party has an Enchanter or other class that can cast mesmerize spells, have her cast it upon a monster. The monster sits there, unable to fight. Mesmerize is broken if any damage is done to the creature. The **/assist <name>** command targets a monster that the named character is fighting. If everyone in the party uses it, they can easily target a single monster and attack it simultaneously, avoiding the mezzed mobs.

Tip for /assist. Set your text macro to **/assist**. It allows your character to quickly assist other group members (but you must target the person you’ll be assisting, first.

You can **/assist <name>** without having to target that person first. Try to use the one that’s quicker.

If you’re pulling and run off to bring back more than one monster to fight, keep one monster targeted and keep your **AUTO-ATTACK** on. The rest of your party can’t **/assist** you unless you’re attacking something.

Killing mezzed monsters. In most situations, it’s better to have a magic user strike the blow that wakes a mesmerized monster. (In general, a spell will inflict more damage than a single weapon strike.) Learn what you can do that is considered a Taunt. For Warriors, use the **TAUNT** button. For Rangers, **Taunt/Snare/Flamelick** is a good combination. When everyone is ready to attack the monster, one of the magic users should cast a Damage over Time spell. The party should follow this spell with another Taunt/attack/Taunt volley, so that the mob is distracted from attacking the original caster.

Use Area of Effect spells. Consider using an AoE mesmerization spell (from distance) to stop the monster. Stand too close to the creature you have targeted, and you can mesmerize yourself as well!

Mesmerizing spells during combat.

Damage over time (DoT) spells (such as the darkness spells) will wake up a mesmerized enemy. Don't do it unless you want it to wake up. However, if you do want to break the mez, it's a great way to get it to come after you, instead of going after the caster who spelled it.

Taunt

How to. There are two ways to taunt a creature — using the Taunt skill, and simply knocking the critter around a little. When facing a group of monsters, it's often possible to stir the pack into a near-riot by taunting the individual members or casting Damage over Time (DoT) spells.

High-quality taunts. Some spells and actions are better taunting tools than other types of spells or actions. Direct Damage (DD) spells work quite well. So do any area effect spells that work on the monster group as a whole (for instance, a spell that de-buffs the Strength of all members). DoT spells and *Snares* take longer to work, but can backfire if the mob gets too angry.

All of the healer-types are pretty good at taunting, even if it is rather indirectly. This is why: healing and curing spells heal group members, which makes the monster mob very, very angry. After all, the healer is undoing all the monster's hard work. Nine times out of ten, the mob will quickly turn to find the source of the spell. Of course, the healer then needs someone to protect him or her ...

The old-fashioned way to get a monster's attention is to step directly in front of it and attack. Boy, they notice that!

The rapid touch. The faster a character can deliver hits to a mob, the madder it'll get. Monks are particularly good at this, since they have Dual Wield from the start, as are Backstabbing Rogues.

Other Tips

Tank task. Been elected as the group's tank? A tank's main task is to watch out for her fellow group members and see who the monster is focusing on. This is, of course, while she's simultaneously fighting the good fight.

Take it on the chin. When getting aggro'd on (bearing the brunt of a critter's attack), the best advice is to stand completely still, quit fighting, and yell for help. Yes, that sounds a bit counterproductive for a battle, but it's not. It's harder to help people who run around like lunatics, and continuing to do damage keeps the mob focused on you.

Shields up. Any Warrior in a less-than-powerful group should invest in the best shield possible. Maybe other party members will be willing to chip in a plat or two — after all, who knows when the tank is going to be the group's last, best hope against an unexpected train?

DD and the mob. Most casters get Direct Damage spells — while these spells do a fair amount of damage, they should only be used when absolutely necessary. The problem with DD spells is that they attract unwanted attention to the caster. When casters are attacked they should try to back away,

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hoping the mob will leave them alone. However, if an enemy continues to attack, do not run. Instead, stand still (yes, you can yell for help) so your tanks can attack and taunt the enemy away. Running just means the melee types of the group will have to chase the enemy around, and that just makes it harder for them to taunt it/kill it.

Multi-Group Tactics

There are times and places where a single group is just not strong enough to handle the task at hand. Examples of these are fights against Dragons, Gods and high-level dungeon “Bosses.” For these types of high-level encounters, multi-group tactics can be used. There are several differences between single group and multi-group tactics. Setup, Deployment, and Communications are the biggest factors for a successful engagement.

Setup

Four groups of six (24 characters in all), working together can handle almost any single encounter. At this point, setup of these groups becomes more necessary than total numbers. A group of twenty-four dedicated and well-communicating characters can easily accomplish more than 100 independent characters. This has been proven many times in the lands of Norrath. Keep in mind, the common rules of balanced parties do not always apply to multi-group tactics. There can be specialized groups made up of certain classes or roles that have a specific task assigned to them. How they are established and deployed is up to the dictates of the members of the group.

A pulling group is made up primarily of the melee classes (Monks, Warriors, Rogues) but Shadow Knights have also become popular pullers on many servers. The idea of the pull is to bring as few NPC's to the multi-group as possible, so that the victory is easy.

Deployment

Deployment of the groups depends heavily on situation. There are times that it is beneficial for a single character or a team of characters to “pull” an NPC from its current location to the rest of the groups, and then ambush it with a full barrage of melee and DD attacks.

If a full attack is called for, make sure it is clearly communicated, that everyone knows, and that all groups do, in fact, engage the enemy.

Communication

Communication is key to solving many of the problems that face a large group of players. The answer is to use different channels for different tasks. **/shout** may be reserved for the overall organizer and pullers only. Have all other communications be used in either **/ooc**, or if everyone is in the same guild, then guildchat. This way everyone knows what is important to be heard, and nothing important is missed.

While this has become common on most servers, players on some of the newer servers still need to learn that this kind of communication is key to surviving and thriving in a high-risk area.

Casters

Level 1 spells. Many casters find these spells worthless. However, level 1 spells are often very good choices to raise casting skills (since they are low mana-usage spells), and should usually be purchased for this purpose once the caster has a bit of spare coin.

Hard life. Casting spells is no easy matter — first, there's the task of scribing the spell, then there's memorizing it, and then there's practicing it until it can actually be cast without a high risk of fizzling. Then there's the meditating (later on) and the finding money for spells, and so on

Pick and choose. The spell gem inventory slots (little cutouts on the left side of the interface screen) can hold eight memorized spells at a time. That doesn't mean magic users are limited to only eight, but it does mean that only eight can be available for casting at any given time.

Pets

Here, Fido. To summon a pet, spellcasters need an appropriate spell and usually gems, bone chips or some other sort of catalyst. The pet's power is limited, of course, by the specific summoning spell. And you don't always get exactly the same pet for a given spell — some will be relatively weaker and some will be stronger.

Get the best. Especially at lower levels, if component aren't a concern, keep summoning pets until you get the best one for your level. You can judge the strength of a pet by noting how much it hits for.

To arm, or not to arm. Lower-level spellcasters should arm their pets with a weapon when possible, but any old weapon will do — until the mid-teens, a pet with a weapon does more damage than an unarmed pet. A more powerful weapon doesn't make your pet's attack more powerful, so give it the cheapest weapon you have available (and consider keeping a supply of cheap weapons for this purpose). What a weapon does is increase the chance that your pet will hit for its max damage. A rusty dagger works just as well as a fine steel longsword. The delay of the weapon doesn't matter since a pet's delay never varies. The only problem with doing this is that pets are greedy and refuse to give up the weapon at the end of a fight, even if you dispel them.

If you have a weapon with a proc, the pet will occasionally proc with that weapon. Also, to help your pet, you should debuff the monster and cast slow and stun spells to keep the monster from attacking.

Necro pets of level 44 and above will actually proc a drain spell.

Elemental pets. Magicians have access to four elemental pets — Fire, Earth, Air and Water. Each has its pluses and minuses, and some players are sure to argue that one is better than the other. Which pet to summon in a specific situation, however, depends on the opponent and the combat environment.

- † Fire has less hit points than the others, but shields itself and has better attack potential.
- † Earth has lots of hit points and can root mobs, but is pretty low on Dexterity and Agility.

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- † Water boasts a reasonable number of hit points and delivers a fair amount of damage.
- † Air has great Dexterity and Agility and can stun mobs, but doesn't have much of a punch.

Elementalings are baby Elementals — not as high-level, and not as powerful.

Experience. When soloing with a pet, if the pet inflicts at least half the damage on a mob that dies, the pet will take up to half of the experience. When grouping with a pet, the chance of your pet taking experience, and the amount of experience it takes, will decrease significantly.

Guarding. `/pet guard here` tells the pet to stay where it is and attack anything that comes near. This is useful if there is a spot that you want your pet to keep clear of enemies. It can be more polite (since other people might want to kill something in the area too) to not have your pet attack everything that comes near — on the other hand, it is often safer for everyone if you tell your pet to guard while in dungeons. With small passages and 90 degree turns, it's much easier for a pet to get lost in a dungeon than an outdoor area. so it's better to make the pet stay in one place than to have it wandering around training your group or bystanders.

Maturing. Starting with level 12 pets, most of them can hit magical creatures, such as ghouls and wisps. Pets from the mid-20s and above can Dual Wield, but only if you've given them two weapons.

Important information. An Enchanter pet cannot be controlled in any way. It attacks when its master is attacked — that's about it. So when you enter combat as an Enchanter with a summoned pet, cast a spell or attack with a weapon, to taunt the monster for a moment. Then the pet will join in and you can step back and cast from there.

Pet healing. Pets regenerate their hit points at ten times the rate that player-characters do.

Get the best. Casters should cast and recast for pets until you get the most dangerous pet around. Remember that your pet is there to take the beating so that you don't.

Spells on the pet and the Enchanter.

When playing an Enchanter, buy cat's eyes agates and cast *Rune I* (at least) on yourself and your pet before battle. Cast *Quickness* on your pet during combat and *Languid Pace* on the mob. Also, a shield spell and some sort of cloud, like *Haze* or *Mist*, should be on you and your pet. Also, to help out your pet, you should debuff the monster, and cast *Whirl* along with your color series to keep the monster from attacking.

Pet-Kiting. (Also known as Chain Kiting) You can pull a monster to your pets, hit the monster with a debuff or so, get away from the thick of things and — keeping an eye on the pet's hit points — meditate. As soon as the pet goes down, cast another pet. When the monster runs at you again, the pet will take it. Of course, if you have enough mana, you should run through the buffs for your pet (haste and Strength, usually).

Tanking for the pet. Casters have to meditate after a fight, so there's also going to be time to recover some hit points. Therefore, getting hurt a bit, if it gives the pet more time to finish off the monster, is definitely an option. If the mob is attacking but missing you, while the pet is attacking and connecting, that's definitely a short-lived enemy.

Pet buffing. PCs can target other characters' pets and buff them, and should do so for group members' pets. This includes movement spells like *SoW*. In fact, if you get a *SoW*, you should ask for it to be cast on your pet, too, or it will be left behind, causing a variety of problems.

Euthanasia. Pets are useful, but sometimes a pet stirs up trouble you'd rather not deal with. In those cases, you have a few options:

Casting a new pet. In most situations this is the best recourse to losing a pet. But timing and use of the **/pet get lost** command must be mastered.

Running to the nearest zone. Send it into the path of the nasty mob to sacrifice itself while you run away. If you use the lead-time before your pet dies you can usually get to a safe distance and zone or cast a new pet.

Nuke the mob to death (mana permitting). You might even make a melee attack (after nuking it) to get the mob on you. As long as the pet is alive, it's inflicting melee damage. So sacrificing 50% of your health can make the difference between getting the XP or having to run.

If your pet gets lost and you can't find it quickly, casting *Invisibility* (or something similar) on yourself will kill the pet no

matter how far away it is. (The Magician's four focus items can all cast *Renew Summoned*, but they are limited by a range.) Casting *Invisibility* to rid yourself of a lost pet in a dungeon can cause a train if your pet was in a fight (you'll know because the "taunting master" message appears). Once your pet is dead, the creatures will be coming for you, many times bringing friends with them. In this case, immediately leaving the dungeon will stop the train, and can save you and your group's lives. If you're not in a dungeon, zoning or camping is advised.

Tactics

Root 'n' Direct Damage — Moderate Difficulty

This is designed for the pure casters with the capability of completely stopping the movement of an enemy.

Root 'n' Nuke works best when you surprise your target by rooting it, then hitting it with the best direct damage spells available. For this to work, you must have enough mana to cast sufficient direct damage to destroy your target. Be ready to cast a root spell again, because assaulting a target with DD has been known to break the root spell, and you will need to reapply it to execute this tactic correctly.

If you run out of mana, you have basically two choices: Fight or Flight. Most casters are not masters of melee combat, and can be crushed easily in a hand-to-hand situation. If the mob is low enough on health, and you believe that you can take it down by hitting it with your staff or dagger, feel free to

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engage the enemy and hope for the best. If you don't believe that you can handle the wounded target in melee combat, then flee. It's better to run and get more mana, or to let a guard finish your target, than it is to lose experience to an untimely death.

Kiting — Moderate Difficulty

This is the term given to the tactic of constructive fleeing. There are many spells that will affect the movement rate of the target. *Snare*, *Drowsy*, *Darkness* and *Bonds of Force* are all examples of spells that will make your target move a lot slower than normal. This tends to upset the target, and it will give chase. The concept behind the tactic is to stay far enough away from the target that you can cast a spell on the target before the distance is closed.

Druids are best suited to this tactic. Normally Druids have speed-enhancing spells on them, such as *Spirit of Wolf*, which allow them to move faster than normal. Combined with casting a speed-reducing spell on the target mob, this nearly always gives the Druid the advantage of speed.

Of course, all you need is to be faster than the mob that's chasing you. If you're naturally faster, or if you can speed yourself up, you don't necessarily have to slow down the mob — you just have to provoke it in any of several other ways into chasing you.

Running from the target, and releasing a spell against the creature that does either direct damage or damage over time, then fleeing again before taking a hit — these are the secrets to Kiting.

Reverse-Kiting — Advanced Tactic

This tactic came into existence when Necromancers found a way to make Kiting into a safer and more efficient way of killing. The secret is to start Kiting a mob, but cast *Fear* on it instead of *Root*. This way, instead of the mob chasing you and (and maybe hitting you from time to time), you are chasing the mob and hitting it. A "feared" mob won't fight if it can run — so don't root it. What's even better, a feared mob that is running while simultaneously being attacked by a pet is taking constant damage.

There is a standard way to Reverse-Kite:

1. Get a high-speed spell placed upon you and/or
2. Cast a speed-reducing spell on the target.
3. Cast *Fear* on the target.
4. Sic your pet on the target.
5. Stack DoTs on the target to seal its fate, while staying far enough back to cast *Fear* again if the spell wears off.

This will normally finish the Reverse-Kiting.

Reverse-Kiting is by far the most advanced and efficient way to solo a monster. The only drawback is that doing this in any zone except an outdoor area can lead to the mob finding help. Having three more monsters jump into the equation drastically reduces the survivability of any Reverse-Kiting character.

Specialization

Based on material provided by EQ Casters Realm (eq.castersrealm.com).

First study the **Spells** (starting on p. 407) and your class's individual spell list, to learn what spells are in what class. For example, if you're an Enchanter thinking of specializing in Evocation, you would notice that only a few spells use this skill. Therefore, Specialize Evocation would probably be a bad idea for an Enchanter.

Before making a decision about specialization, you should:

- † Count the number of spells which will benefit from the specialization
- † Think about the situations those spells can be used in
- † Determine how often those spells are used
- † Consider the average mana cost of that class of spells

There can be only one. Specializing in certain types of spells (Abjuration, Alteration, Conjunction, Divination or Evocation) especially pays off once you've gained a specialization skill of 51 in any one area. Spells falling into the specialized category take less mana to cast, and fizzle fewer times. The downside is that specializing in one area prevents you from attaining higher than 50 in any other specialization.

Keep them straight. Specializing in a magical category isn't the same thing as specializing in one skill. (For example, Conjunction and Specialize Conjunction aren't the same thing.)

Just FYI. Trainers offer up Specialization skills in the following order: Alteration, Conjunction, Abjuration, Evocation, and Divination. The guildmaster will also tell you exactly which skill you just clicked on in your text box at the bottom of the screen. This is the best way to verify you've chosen the right one.

Keep count. Specialization enables you to cast certain types of spells with less mana. If you can't make up your mind what sorts of spells you'd like to specialize in, just figure out which ones you use the most. After a battle, including bringing everyone back up to health afterwards, scroll back and count how many healing spells, buff spells, anti-dead spells, etc., you used.

<i>Abjuration</i>	Buffing up your group
<i>Alteration</i>	Healing and traveling (including Evacuation)
<i>Conjunction</i>	Damage over Time spells
<i>Divination</i>	Travel and sight spells
<i>Evocation</i>	Direct Damage spells

Mechanics

<i>INT-based Casters</i>	Specialization available at Level 20
<i>WIS-based Casters</i>	Specialization available at Level 30

Element of Chance. Chance determines the likelihood of whether a casting will receive the specialization bonus: the higher the caster's specialization skill, the higher the likelihood. When the determination is positive, the bonus will reduce the mana used on the spell and the chance of the spell fizzling. When the caster doesn't get the specialization bonus, the spell is still cast with normal mana cost and fizzle chance.

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NOTE: Specialization does not increase chance of recovering after interruption. This is based purely on Channeling. Specialization does not make spells cast faster. This is a fixed amount.

Choosing fields of magic. A caster can specialize in all five fields of magic, but only one field can exceed a skill of 50. Whichever skill first exceeds 50 becomes the primary specialization of the caster from that time on.

Setting your specialization. First, spend 1 point in each of the five casting skills (which you've probably already done). Then memorize a level 1 spell that falls into your chosen specialization, and cast it on yourself for an hour or so until you reach a skill of 51. Once you hit 51 with that specialization, your primary specialization is set. (This avoids accidentally hitting 51 in one of the other specializations, first.)

Changing specialties. Characters can alter their specialization by completing a quest in the Temple of Solusek Ro.

Other Tips

Charisma. High Charisma is good for enchantment and charm spells — higher Charisma gives a slightly better chance of success (or at least fewer resists by mobs that aren't conning red).

Charisma helps spellcasters charm wild beasts. (For example, Druids can benefit from a combination of high Charisma (boosted with +CHA items) and the *Befriend Animal* spell. They can then send the charmed animal into combat against an equal or slightly better opponent.) So what if it dies? By then, the second creature (the one under attack) should be somewhat close to

dying as well. One good direct damage spell will finish the kill for the caster. If your charmed pet survives, you can kill it for experience, too.

Man boosts. Intelligence-enhancing items have the desirable side effect of increasing an INT-caster's maximum mana potential. The more +INT items a caster wears, the more mana can be acquired. The same is true for +WIS items and WIS-based healers.

Offensive vs. Defensive. One important point to note is that casting non-offensive spells will improve magical skills, but won't award experience. Attacking mobs (either with spells or weapons) is still the most prevalent way to gain experience.

Words, not cash. Casters' research components (words, pages, etc.) aren't in high demand to anyone but the class that can use them. In a group you can ask that you get first dibs on any such components, and people will normally be more than pleased to do so ... of course, you'll be last on the list for cash, but it's worth it. Make sure you can recognize the components for your class when you see them.

Meditation. Constantly remind yourself of the cardinal rule of spellcasting — cast, rest and meditate. Hour after hour after hour. Meditating is the best way to restore mana, and mana is everything.

Even while meditating, you can keep an eye on the battle. The hit point bars for your character, your group members and the monsters give valuable clues as to when it's time to mez or heal again.

Etiquette

EverQuest has been around for a long while now, and people have developed ways of doing things that make everything go a little smoother. Some are common sense, and some are game-specific. Of course, these aren't rules, so you don't have to pay attention to them, but life will be easier (for you and anyone around you) if you do ...

Train etiquette. Angry mobs and trains have been known to chase characters for miles, or more accurately, to the closest zone border. Zoning is a great evasion method — characters run into an adjacent zone, and the monsters can't follow. While this is very convenient for the chasee, it's very inconvenient for any innocent victims who happen to be hanging around the border area when the train comes in. **/shout** a warning and let folks know what's coming in.

Alms for arms? Begging is one of those skills that many players toss aside as useless. Yes, it can take a long time to improve, but an Excellent rating in Begging can eventually yield platinum cash and a measurable amount of experience. The flip side of the coin, so to speak, is that some NPCs grow highly agitated when begged and have been known to attack player-characters.

Begging from pets is a safe way to improve your Begging skill.

Know your audience. Most player-characters *really* don't like begging, no matter what form it takes.

Begging. Using the begging skill is fine, if it's in character. Asking higher-level characters to give you things "just 'cause" tends to annoy people.

Help! Crying out a plea for help (**/yell**) is one of those semi-annoying but really useful things new characters can do in the game. There are usually lots of experienced player-characters roaming the zone, and a good portion of them will respond to new PCs that are having a problem — as long as **/yell** isn't overused. **/yell** doesn't allow you to enter a message — it simply gives nearby PCs general directions to your location. Use **/yell** only if you're being attacked and in danger of death; people near enough to hear your message will usually follow the directions to find you and try to help.

If no one responds to **/yell**, try **/shout** — it has a broader range (the entire zone), but it doesn't tell the other PCs where you are and interrupts players who aren't near enough to help you anyway.

/shout and similar commands are generally reserved for desperate situations. For example:

/shout Where in the heck is the Warrior's Guild?
(a newbie can't find his guild and shouts out in frustration ...)

/ooc I don't know where to find the wolf pups. Can you help me?
(a new, starving Ogre needs to find and sell pelts, and thus speaks out of character)

/shout Ack!! Incoming Skellies!!
(a new spellcaster's spell fizzled and she's got two skeletons chasing her to the edge of the zone)

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Ownership. If a party is already at a spawn site when you arrive, respect their camp and don't pull from that area. Especially if they are in a room, everything in that room is "theirs."

If you want to camp a site, but someone else is already there, you might ask if you can take the next turn. Usually people who are "power-leveling" will let you take a turn. If they don't, wish them luck and find another camp site, or if necessary, dungeon.

Tactics. Discuss your battle tactics with your group mates, and try to take people's needs into account. For instance, if a Rogue asks you to keep on the other side of the mob from him, try to do it. If a caster asks you not to hit the mezzed monsters, try to steer clear of them.

Medding magic users. Don't get angry if a magic user doesn't do much during a fight, until you're *sure* he didn't do much. Sometimes someone who meds most of the time will provide just the right DD blast or healing spell when you need it. First find out what their technique is, then make comments as to what you were expecting.

Tank duty. Fighters with lots of hit points should keep themselves between the bad guys and the magic users. Sure, the finger-wigglers can usually take care of themselves, but they can be doing much more useful things if they can concentrate on strategy.

/assist. If a group member asks you for help in a battle, help him (see **Commands**, p. 37). Don't insist on fighting your own mob ... that might be what you want to do, but in a group, fight like part of the team, not a solo fighter.

Mezzed/harmonied monsters. Don't hit a monster that has been mezzed or harmonied. One of the most useful things that an Enchanter can do is to mesmerize several creatures in a crowd, thus allowing the fighters to concentrate their efforts on fewer active enemies. However, once a mezzed creature is attacked, it wakes up.

Constructive Criticism. If people are doing things in a fight that you think is detrimental, **/tell** them individually (and politely) what problem you think each one is creating. Keep it private and they're less likely to get defensive about it.

Descriptions. Describe your character's emotions or actions, rather than just spelling it out. It's fine to use **/em is happy,** but it's better to use **/em smiles at all around her.** Making people *see* the experience is better (more enjoyable) than just telling them what the experience is. (For a list of pre-programmed emotes, see **Emotes**, page 42.)

Using emotes improves the game for you and everyone around you. Come up with some catchy lines, assign them to hot keys, and use them. "Trioss howls with victory." "Permia checks for a broken nail." "Haloxx wipes his bloody blade on his fallen enemy's hair." (Don't spell out your name, just type either **/em** or a colon.)

Petition politely. If something happens and you need to ask the GM for some sort of fix, ask promptly, ask clearly and ask politely. If the GM isn't on, you can ask a guide to pass your requests along, or you can ask for the GM's email address and forward the requests that way. Don't repeat your requests more

than once a day, and always be polite. The GMs have a list of rules that outline what they can and can't do — see p. 29-30 — so if you get a negative answer, don't take it out on the GM!

Converse. Talk, talk, talk. Talk to any friendly high-level characters of your class (and there are almost always more friendly people than otherwise) for advice. Talk to folks your own level to find what they thought was interesting, lucrative or just plain fun. Talk to the people in your group to find out what they want you to do.

Death stories are the most useful pieces of information you can get from someone your own level. What couldn't they handle? What were their mistakes? What will/won't they do next time?

A friend of my enemy ... Many races (and creatures) won't attack at first, but if you kill a lot of them, certain faction standings will lower and, eventually, previously congenial NPCs will kill you on sight (KOS). One example involves how you treat wolves — NPC Druids are never happy with people who slaughter wolves.

Safe times. If you're playing solo and want to "poke around" in places that are famous for being death-traps, you might want to give those areas a try on busy weekends. There will be so many weekend-warriors camping the critters that it'll be a bit safer (well, not thoroughly suicidal ...). Just be very careful not to interfere with anyone else's plans.

Controlled kiting. If you're going to kite a creature (hurt it, stun or slow it, run away and repeat), don't stun it and then run toward other people. It's dangerous for all involved. Hit it, hold it, and then run into unpopulated areas.

Announce loot. If you're in a dungeon and find loot that you don't need, drop it on the ground and yell out what you found and where it is. For instance: "Rune of Froon at pos35 neg58." (If it's no-drop, of course, don't pick it up in the first place! Just announce where it is.) You'll make friends wherever you go.

Ask nicely. People are often willing to let you loot, in a controlled fashion, after their battles ... especially if you offer services like healing. If you're in an area that has a common (or rare) drop that you're looking for, just ask if you could trade services for it, if they find it. If they don't want it themselves, they're usually more than happy to be helpful.

Short and Sweet. Pick a name that's easy for people to type, since if they're going to talk to you with a `/tell` command, they have to type in your name. Especially pay attention to capital i's and lower case l's. They look similar.

Be helpful. If you want to practice your casting skills, make a newbie's day by casting an unexpected buff or heal on her. Or, give her a "hand-me-down" item you no longer need.

OOO mode. This mode allows players who want to immerse themselves in the fantasy of Norrath to filter out the non-roleplaying text (by turning off the OOC toggle). Anything

Words to the Wise: Etiquette, Language

that your character wouldn't say, from comments about the server to asking what the current Superbowl score is, should be made OOC. On the other hand, remember that OOC comments are heard throughout the zone.

It really depends on the etiquette of the individual server, but many people consider it polite to type "ooc" before any out-of-character comments, rather than use the /ooc command. This flags OOC comments, but keeps them local, instead of zone-wide.

/ignore. For every rude person there are a hundred nice people. If you encounter someone who's a real pill, just /ignore him or her, and forget it.

Walk away. Don't like the way someone is playing? Go somewhere else. Norrath is way too big a place to let jerks ruin your good time.

All for one. If one or more of your group can't see in the dark, don't travel in the dark unless you can find something that helps them out. It's just no fun walking around blind.

Safe Fall. Remember that falls that are no longer dangerous to you (because you have Safe Fall) can seriously hurt other people. Be cautious where you lead friends or party members.

Spell it out. Sometimes punctuation can get lost. If it's important, spell it out. The big issue is coordinates. For example, if you want to write the coordinates "+35 -58," it's better to type something like "pos35 neg58" or "(plus) 35 (minus) 58."

Language

Not that many PCs (at least not many new ones) bother to speak in their native tongue, if they have one. No, it's not really necessary for having a good time, but it can have its advantages.

In addition, casters need to use special languages to interpret some scrolls and books.

Speaking in code. Two of the player-vs.-player servers (Tallon Zek and Vallon Zek) service ongoing racial wars. Each set has languages that are intelligible among the races in that group, but less so among other races. For example, the Dark races (Dark Elves, Iksar, Ogres and Trolls) all speak Dark speech ... a potentially useful tool on the battlefield.

Practice (again). The best way to improve a language skill is to group with other characters who speak that tongue.

Occasionally, characters who want to improve their skill in a particular language set up language-learning parties, complete with ale, food and good stories. Stay alert for them if you want to expand your linguistic horizons.

Check it out. The language you're currently speaking can be changed by right-clicking on the Text Display window. One field in the window that appears shows your currently selected language. Clicking the name of the language cycles through all of your possible tongues.

Guilds

Guilds are where you can find training and can be very important to your advancement. For example, you might want to be in a guild for Wizards, to help in researching new spells, armor, weapons, etc. Or, you might want to belong to a guild that is *all* Dwarves, or *all* Good Guys, or *all* Evil characters, or whatever.

Turning in your newbie note to your class's NPC guildmaster alters your faction, but joining a player-run guild does not. While player-run guilds may indeed welcome and train younger characters, many have no patience with newbies. It is your NPC guildmaster who teaches you skills, if you have the practice points to spend on them.



Joining a Guild

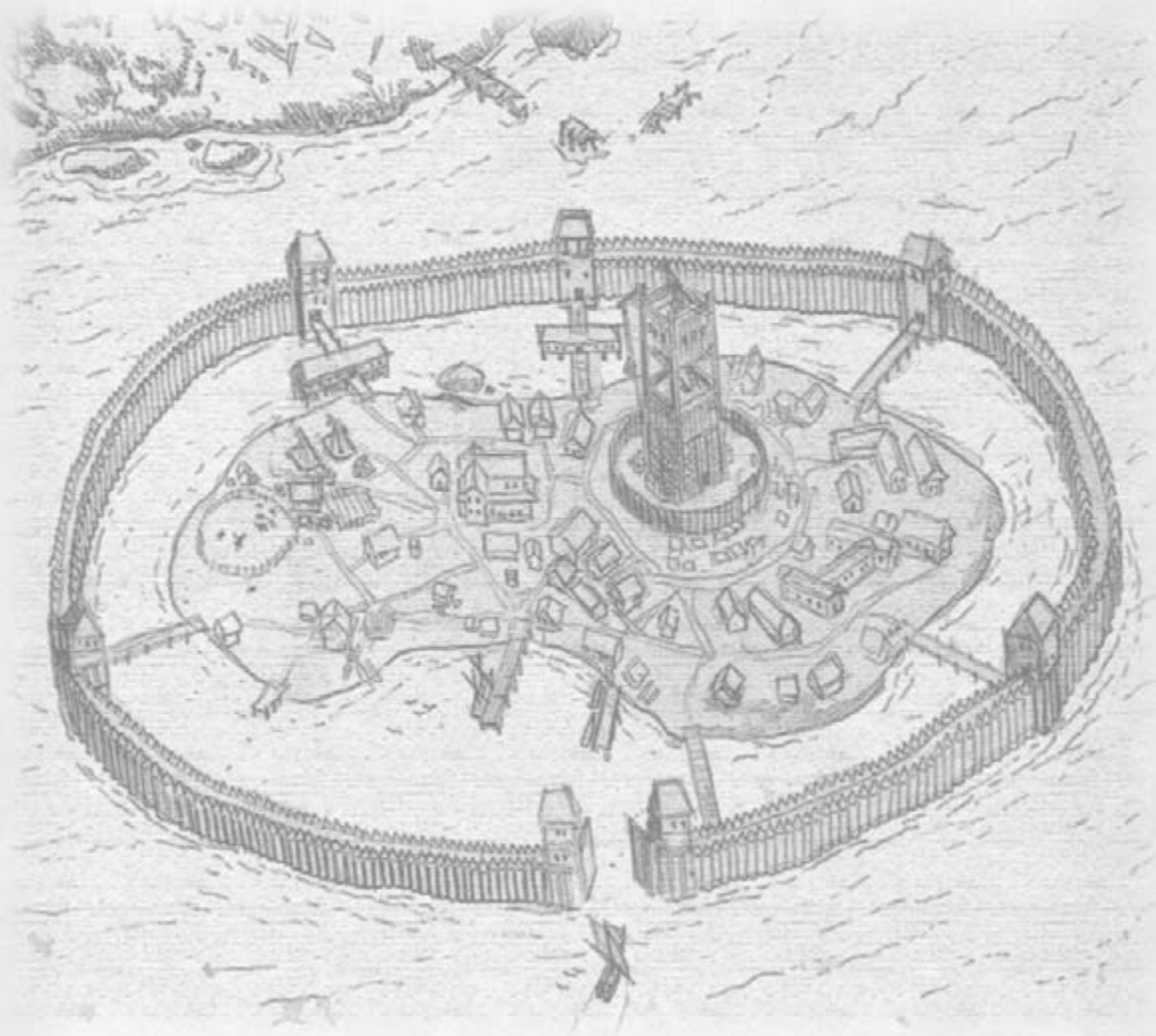
Research the guild. Don't be in a hurry to join a guild. Talk to members and see if they are happy with the guild. Group with members of the guild (if they group with non-guild members) and see who they fight against and why. Otherwise, you might end up in a guild that is always going to war with other guilds for inconsequential reasons. In particular, be wary of guilds that might damage your character's reputation.

Questions to ask. What are people saying about the guild? What is the reputation of the various members? What time of day (real time) do most of the members play? Do you have common interests with the members? Plus consider: do you like the people within the guild whom you've met?

Communication. This is a good indicator of whether a guild is good or not. Do they maintain communication among the members of the guild?

Wait to join. Spend a little time really learning *EverQuest* before joining a player-run guild. There's too much basic information that needs to be learned: how the game works, who the races are, what the different classes do, religions, etc. By the time you reach levels 12-17, you have enough experience and knowledge to make an educated decision about joining a guild. Meet people and make friends, and the guild invitations will follow!





Deities of Norrath

Deity Selection

You select a deity (or choose to be agnostic) when you create your character. If you are of a religious class (Cleric, Shaman, etc.), selecting a deity is mandatory (religious zeal isn't very effective if you aren't worshipping something specific). If you are of a non-religious class, you can sometimes choose to be agnostic. For more details, see **Deity Table**, p. 54.

In either case, your religious choice is somewhat important, as it is A) permanent and B) it affects your character's faction standing. In other words, you can't switch religions, and your religion in part determines which NPCs will like you and which won't. For example, choosing Innoruuk, the Prince of Hate, will most certainly not make your character popular around the Temples of Rodcet Nife, the Prime Healer. On the other hand, being Human and choosing Innoruuk will not by itself make you welcome in Neriak, the home of the Dark Elves.

The Norrathian Pantheon

Bertoxxulous — The Plaguebringer

Followers of Bertoxxulous believe the only truth on Norrath is that everything dies. They view the decay of flesh as a thing of ultimate beauty. The subtle purples of a fresh bruise, the almost iridescent yellow green of an infested pustule, are but a few of the things that His followers relish. It is not surprising that many of His followers pursue the dark art of Necromancy, for to them nothing is more desirable than to be surrounded by beings who, even in unlife, continue to rot and decay. Do not take this to mean that His followers are suicidal or seek a quick death. To the contrary, they wish to live long, painful lives, spreading their dark, diseased stain across all of Norrath.





Brell Serilis — The Duke of Below

Followers of Brell Serilis believe that the surface world is a waste of space. They find true happiness in the caves, caverns and tunnels that perforate the belly of Norrath. But this is one of few points that all followers of Brell can agree upon. There are many different factions who all worship Brell. The Dwarves of Kaladim know that they are the true children of Serilis. But the vicious Gnolls of Split Paw disagree entirely. For was it not Brell who sculpted them out of the sacred Clay of Cosgrove? Followers of Brell Serilis in one form or another can be found nearly anywhere you enter the Underfoot of Norrath.

Bristlebane Fizzlethorpe — The King Of Thieves

Followers of Bristlebane believe in having fun, at the expense of nearly all else. Bards, Rogues, jesters, gamblers and gypsies are all typical followers. They are almost always have the very charming, clever and witty traits which all Bristlebane followers should strive for. Mischief in all its forms is encouraged. Practical jokes are performed as if they were the highest of rituals. Very few of Bristlebane's followers are outright wicked in their desires, but it is best to keep at least one eye on your purse if they are about. And never let one deal you a hand of King's Court.



Cazic-Thule — The Faceless

Followers of Cazic-Thule fear their Lord and believe that only by causing terror in others will they be spared his vengeful wrath. They strive to beat down and suppress all hope. Fear rules their lives and through fear, they rule the lives of others. Pain, misery, violence, torture, living sacrifice — these are the tools of a Cazicite. Many Lizardman tribes are devout followers of Cazic-Thule, but his number of humanoid followers grows daily, a cold shadow slowly engulfing the bright spots of Norrath in a nightmare of horror and pain.



Erollisi Marr — The Queen of Love

Followers of Erollisi Marr cling to the belief that love conquers all. It should be pointed out that while love is a generally peaceful concept, Erollisi worshippers are not pacifists. They would like to live in a world where everyone loves everyone else and violence does not exist but they are not naive enough to think that Norrath is that world. They have passionate loves of people, places and ideals and are more than willing to fight and die to preserve those things. The dream of every follower of Erollisi is to die in selfless defense of someone or something they love. Many Paladins hear the true calling of their hearts and follow Erollisi Marr.





Innoruuk — The Prince of Hate

Followers of Innoruuk include nearly the entire Dark Elven race who regard him as their “Father.” They believe that Hate is a creative force, or rather *the* creative force in the universe, a creativity born of destruction. Love and kindness are tools for those too ignorant to know what they want or too cowardly to do what is necessary to obtain it. It is only through the total disdain of your enemies that you can gain true power over them. Pity and mercy have no power when confronted with contempt and viciousness. It is the honest belief of the followers of Innoruuk that if they were to hate strong enough they could destroy all of Norrath.



Karana — The Rainkeeper

Followers of Karana believe in the absolute power of storms. They worship the life-giving power of the rain and respect the destructive force of a sandstorm or hurricane. Typical followers of Karana are rural humanoids, farmers, ranchers, hunters and the like. They will often offer shelter from the elements to strangers. Many Karana followers live a nomadic lifestyle, travelling where the winds take them. They are humble, generous people who value strength and honesty and brook no disrespect of Karana and his work, for they know it is only through his wisdom and kindness that all of Norrath is not consumed in an eternal tempest.



Mithaniel Marr — The Lightbringer

The followers of Mithaniel Marr believe that valor is what separates civilized beings from beasts. His followers live by a strict moral code that prizes truth, honor and charity. They are champions of the downtrodden and the most noble of warriors. His followers strive to rid Norrath of all things dark and evil, often sacrificing themselves in this never ending quest. They will not rest until the day when all of Norrath is cleansed in Mithaniel's light. They take themselves and their duty very seriously, and have little patience for mischief or mayhem. Many Paladins are devout servants of Mithaniel Marr.

Prexus — The Oceanlord

Followers of Prexus believe true power lies in the vast depths of Norrath's oceans. They believe that eons ago, life first formed in the murky deep and that one day the oceans shall rise again to consume those who are unworthy and to embrace the faithful. The Oceanlord's servants tend to live and work near, on, or beneath large bodies of water. They seek to spread the word of Prexus to all who will hear and defend the oceans and seas of Norrath against any who would cause them harm. Many sailors and fishermen are followers of Prexus.



Quellious — The Tranquil

Followers of Quellious seek peace. They are not strict pacifists, though, and will fight to defend themselves and those they care about. The peace they seek is an inner one. They wish to know all there is to know about themselves and the world around them. They thirst for knowledge of their true selves and strive to help others attain enlightenment. It is through the sharing of this knowledge that they believe universal peace can be obtained. If every creature fully understood itself and its neighbors there would be no need for conflict and war. Followers of Quellious often follow a nomadic lifestyle, constantly seeking what there is to know and hoping to find themselves along the way.



Rallos Zek — The Warlord

The followers of Rallos Zek believe in survival of the strong and death to the weak. The heat of battle is the only place where enlightenment can be gained. The universe was formed by conflict and in conflict it will end, the victors feasting upon the remains of their fallen enemy. No respect or regard is given to the dead, for if they were worthy, their hearts would still pump blood through their veins and not upon the soil of Norrath. Followers of Zek are almost exclusively Warriors, Ogres or both.





Rodcet Nife — The Prime Healer

Followers of Rodcet Nife take a solemn oath to fight disease and death until one or the other finally claims them. They are very generous and humble, asking little more than that recipients of aid from them pass their kindness onto another. They are not content to only deal with the effects of disease and death after they occur, but vigorously seek to destroy the sources of these evils. Human and Half Elven healers and mystics are typical followers, but many other Humans and Elves have also taken the Nife Oath. They believe that, through faith in The Prime Healer, the wounded heart of the universe shall one day be mended and death's dark shadow never be seen again.

Solusek Ro — The Burning Prince

The Followers of Solusek Ro believe in the raw and unbridled power of fire. Fire created the world and in fire shall it be consumed. True aggressive action is the only way for one to obtain what is desired. Power is gained by superior force. Followers of Ro have little fear. They are bold and brash, say what they mean, and do what they say. Social graces are something they neither possess nor desire. They demand the respect of their peers and more often than not, earn it as well. Those who seek true elemental power follow Solusek Ro, and thus many Wizards turn to his burning embrace.



The Tribunal — The Six Hammers

Followers of The Tribunal seek one thing above all else: Justice. While some claim to express this desire by pursuing careers as guards or magistrates, true believers in The Tribunal do not recognize the rights of any court on Norrath and themselves enforce the Tribunal's sense of ultimate justice on the rest of the population. Retribution, vengeance and punishment are sacred duties. Followers of The Tribunal are methodical, patient and just. They must be so, for it is their belief that if they punish an innocent, The Tribunal will pass judgement against them and doom them to an eternity of torment.



Tunare — The Mother of All

Followers of Tunare believe that we are all Tunare's children. The children of Tunare seek to help Norrath, which they believe to be a living and breathing Being, to blossom and grow. Followers believe that the world of Norrath gave birth to Tunare and from her all life has sprung forth. Thus, by worshipping and protecting the land, followers are paying homage and respect to The Mother of Their Mother, who in turn protects and provides for them. Followers of Tunare will fight to the death to protect nature in all its forms. Many Druids, Rangers and a great many Elves follow the ways of Tunare.



Deeshan — The Wurmqueen

Non-dragon followers of Veeshan believe that dragonkind is superior to all other forms of life. They swear allegiance to the Mother Of Dragons and often sacrifice themselves or their loved ones to one of Her children. In return for this undying devotion, Veeshan is very protective and generous to her loyal followers. Many humanoids have gained great riches and ancient knowledge through servitude to the Wurms, but these gifts came with a high price ... knowing that one is less than cattle to the dragons, and that they can take your life whenever it suits them.





Exploring Norrath

Exploring Antonica

by Gary Grobson

Tunaria, now called Antonica, is the most populated area in the world. The cities of Qeynos, Freeport, Surefall Glade, Rivervale, Neriak, Oggok, Grobb, High Keep, and Halas serve to show how great a land Antonica truly is.

Qeynos, founded by Humans, also has a large Half Elven population. Many guild masters call Qeynos home, and for those that are not of the light path, below Qeynos lie the Catacombs where those humans who follow darker ways lurk. Some of the greatest evil lies under the city, while some of the greatest heroes walk the lands above.

Freeport, the second Human settlement in Norrath, is also a city at war. North Freeport has become the last stronghold for the honorable Paladins, as the Freeport Militia have seized control of East and West Freeport. Tensions are high, and the battle continues. There are many secrets in Freeport waiting to be discovered. Be careful of your actions unless you want to enter the war on one side or another.

Surefall Glade is the home of the Rangers and Druids of Antonica. While other guild masters can be found in this realm, none are finer than the true followers of the Glade. Even Tunare herself would be proud to visit the Glade. Sacred animals are protected in the Glade, so poachers beware of upsetting the Druids and Rangers who call Surefall Glade home.

Rivervale is the home of the Halflings, a city bursting with energy. One cannot help but get involved with the never-ending festivities in this unusual city where the mayor is only a few feet tall. In this great metropolis, while many may think that no evil could ever hide, there are dark

secrets to be discovered. Mind the dogs and watch your step if you are of the races "over-blessed in height," for Rivervale is a city of both mystery and adventurous quests.

Neriak is the home of the followers of Innoruuk and his creation, the Dark Elves. While some disbelievers in the "Father's Faith" may be welcome to buy goods and supplies in the Foreign Quarter, past this area lies only the purest hatred. Beware any "Lightwalker" who enters this city, for the Prince of Hate knows no limits. For those who follow the dark path, this city's rough streets have the beauty of great illusions and wicked glory. Some of the greatest magic in the lands can be found here ... for those who dare call Neriak home.

Oggok is the home of the Ogres, an outpost suited only to those large of foot. Supplies and rations can be found here, as well as a few quests, but this is not for the small or kind-hearted. Those who wander past the bouncers into this city have found a quick and unexpected death from bouncers' weapons. Even though this city is one of the smallest in the realm, there is adequate protection from most would-be thieves and trespassers.

The Trolls call **Grobb** home, or "Hoom" as many may say. Troll "Bashers" like to defend the outer parts of the city, as if the inside of the city was worth anything except for cold, hard food, and perhaps a large club to hit things with. Most of the area is in disarray, with not even water control; streams flow freely, and seemingly unnoticed, through the city. Caves, for the most part, are the buildings, and evil creatures are ready to spring from the lairs of the least civilized of the races.

High Keep is a human outpost between the cities of Qeynos and Freeport. Not much is known about this place: it is easily skipped when traveling the High Pass between the greater cities. The young adventurer should only seek what is

Exploring Norrath: Antonica

needed before continuing quickly onward to areas that suit their adventuring needs; however, most humans and allies of the race are allowed to rest here for the night.

The great city of **Halas** is home to the proud “Wolves of the North,” the Barbarians. While still having one of the lowest standards of living compared to some of the races, the Barbarians have evolved further than the Trolls and Ogres in both the art of Shamanism and living conditions.

Without a question the coldest city in Norrath, there are great trades, quests, and deeds to be shared with the peoples of this land. While many are tolerated in this city due to the “Rogues of the White Rose,” the Barbarian Guards are the strongest in the Lands of Antonica, and there is but one punishment for crossing the Wolves: Death.

Not only has this land some of the greatest cities, but also perhaps the greatest adventure zones as well. Blackburrow, Paw, Cazic-Thule, Solusek’s Eye and others are all located on this continent. To miss adventuring any of them (at the correct time in your career) is a great loss, and many have created secondary characters to simply hunt a zone they missed at the appropriate time in their character’s life.

Blackburrow is the home of the Sabretooth Gnolls, whose influence is seen both in Everfrost and Qeynos Hills. This burrow is their final stronghold upon the lands, as the Barbarians and Humans wage a winning war against them. While this zone is designed for the very young to the young, it can be hard to survive a full alarm of Gnolls coming to save their commander. So popular a place is this to adventure that great heroes from across the lands – as far as Ak’Anon and Felwithe – come to prove their honor against these beasts.

Paw was once a great colony of the Splitpaw Gnolls, and was within this lifetime taken over by an opposing clan. Clan Torn Ear has complete control over the dungeon, and only the shattered souls of the Splitpaw Clan remain, enslaved or imprisoned. Although it was once an area safe for the young to travel, now only the experienced may enter the lair with a hope of survival, and only the toughest can go to the lowest depths to challenge the leaders of the Clan Torn Ear.

The Temple of Cazic-Thule is the home to lizard men who worship Cazic-Thule. There is rumor that Cazic’s presence is so great, he sent his own Avatar of Fear to oversee the training of Cazic’s greatest creation for world domination. Only experienced characters should enter this realm – and take good time to learn its mysteries – for many before have been sacrificed to the faceless god. The temple constructed by the lizard men is confusing, by design, intending to entrap those who walk on the land without the blessing of their god. It’s definitely a zone that should not be missed by those passing from Young to Mastery level.

Between the dungeons lie many lands to be traveled and explored. **Everfrost** is the frozen tundra of the North. Here Snow Orcs challenge the Barbarians in the land of ice and snow, where the “Wolves of the North” earn their manhood. Every character can find adventure in this area, from the very young to the masters of the lands. If the greatest icy tundra is not hard enough, there are stories that the great Necromancer Miragul who founded the black arts of magic lairs somewhere beneath the snow. Truly, it’s a land that all should see.

The Karanas are the lands named after Lord Karana, the god of the rains. The largest outdoor regions of Antonica are patrolled on the western edge by the Guards of Qeynos, but their protection

only goes so far. In the Southern Karana areas lie the civilizations of the Centaurs and Aviaks, areas that advanced players come to experience. Eastern Karana is home to many hazards, but still many brave souls attempt to tame this great land. The Karanas are home to many great races that have flourished upon Lord Karana's blessed lands. Only Rangers and Druids skilled in tracking can find many of the creatures missed by those who simply walk through this area.

Lake Rathetear is another land with scattered tribes of many races. This is a young- to experienced-area where many can find quests, adventures and unique encounters. The lake itself is rumored to be haunted, as undead have been seen at night in those places where the living walk during the day. Many are the reports of mysterious deaths which leave no corpses, and it's not known if something lives in the lakes, or if the undead resurrect the bodies to join their army of evil.

The Desert of Ro is geographically divided into Northern Ro, Southern Ro, and the Oasis of Marr. Creatures that can survive the dry climate do well here: snakes, spiders, mummies, and the undead. Younger to experienced players do the best in this realm, but beware the Sand Giants who roam these sands. This desert once boasted a great city, but long ago it was erased from view in a great sand storm.

The Commonlands have scattered human settlements of many vendors and citizens. The Freeport Militia has many outposts here, spreading its influence in the world. Many creatures live in this area ... it is rich in adventures and opportunities. Hill Giants, once living within the Commonlands, have mostly moved to the Karanas, as well as the great Griffons, but there are still some who prey on the weak who walk these paths.

Qeynos Hills is the land between the great city of Qeynos and Surefall Glade. This area has both patrolling Guards from Qeynos and Druids from Surefall to keep the area safe for those pushing farther from the city gates. There are stories of uprisings of undead in this area, but none have been seen in many moons.

Innothule Swamp is the least tamed in all the lands of Antonica, if not all of Norrath. Swamp alligators and snakes are common, as well as both wandering and posted Troll Bashers from the nearby city of Grobb. The Frogloks' young are born and take their first steps onto the land here. While it's a very confusing area to explore, it is still safe for the younger dark races to hunt. Of course, those young from non-evil races may find themselves smashed instead of saved by the protectors of the lands, if they should flee from creatures of the swamp.

Kithicor Forest was once a very peaceful land, but that was before the time of war ... before Innoruuk. In the greatest conflict in modern history, Lanys T'vyl, the Daughter of Innoruuk, and Fironia, the Avatar of Tunare, did battle upon these lands that lie between the Western Commonlands, High Hold Pass and Rivervale. In an action condemned by the gods, Father Innoruuk protected his only daughter from defeat, not for love (because that god has not the knowledge of such an emotion), but for pride. Unwilling to have his daughter conquered by a follower of Tunare, he opened forever a rift in space between Norrath and the Plane of Hate. This severing of the dimensions killed everything in the forest, and hundreds of Warriors' blood soaked the lands of Kithicor. While Tunare's blessing keeps the forest safe during the day, Innoruuk's hatred haunts the night. Therefore, younger parties are safe enough during the day, but only the experienced and masters dare set foot into the

Exploring Norrath: Antonica

forest at night. Many younger characters have learned the meaning of the word fear while watching the sun set upon the forest with the protection of Rivervale still a ways off.

The Feerrott is a thick rainforest, known to be the stomping grounds of many young Ogres and the bouncers that protect them. Many undead and lizard men also call this home, making it a great area for the young and old alike. Secrets lie behind trees and rocks, and many have found themselves lost in the rainforest, shouting for anyone to help.

Rathe Mountains is a dangerous crossing between Lake Rathe and The Feerrott. Giants, Cyclopes, undead, lizard men, and many others make this a hunting ground for experienced parties. While there are many settlements of merchants and gypsies along the way, not many will lend a hand to help a stranger in need. There are stories of great mystical flying cat-like creatures, but recent travelers from the lands have not confirmed these.

Beholder's Maze, also known as the Gorge of King Xorbb, is the territory of Evil Eyes, Minotaurs, and a race consisting of living rock. There are also patrols from the nearby goblins of Runnyeye, making this a hostile area – at best – to cross, and rewarding for experienced characters to hunt in. Groups of younger players who work well together can survive, but even the more experienced characters cannot hope to simply cross the maze and continue on their journeys.

Misty Thicket lies between the town of Rivervale and the Runnyeye Citadel. This land is protected well by the Guardians of the Vale and is filled with creatures that wander this area. Younger characters do well here, well protected by several outposts of Deputies from Rivervale. Beware the goblin guards near Runnyeye, and be certain you are ready to engage them, for it is a long way to the outposts from there.

Nektulos Forest is the land outside Neriak, and is controlled by the children of Innoruuk. This forest is not as thick as many of the other forests of Norrath, but there are still many dangers. Well-guarded by the Dark Elf guards of Neriak, as well as towering, walking golems enchanted to protect the fledgling villains, the lands are under almost constant attack from those who fear what these grim-eyed children may grow up to be. Halflings especially are trying to reclaim these once-safe lands from the dark forces, but to this date have only won a tenuous foothold.

Lavastorm is a disaster waiting to happen. Active volcanoes spew forth streams of lava; these are the youngest mountains in Norrath. The temperatures are extreme, and many creatures who thrive in the heat call this land home. Reports of Fire Drakes have been confirmed, as well as the walking cousins of these creatures, while Fire Elementals leap at prey from the lava. This zone, while good for many of the younger parties, still holds great dangers since rocks have been known to work loose, forming puddles of molten rock.

Near Lavastorm is the **Temple of Solusek Ro**, where some of the greatest quests in the lands can be found. Beware those who wish to challenge the power of the Prince of Fire, for whosoever crosses this dread god will find fiery hatred behind his mask. The quests are considered the supreme adventures to be had by the experienced player, although betraying the god of Ro will find those handing out the quests to be suddenly savage opponents. All are equal in the Prince's eyes, as it is only deeds that measure the man, not his race.



Exploring Faydwer

Faydwer is the second-most populated land, and has many places for learning, growing and adventuring. The great cities of Kelethin, Felwithe, Ak'Anon and Kaladim are here, as well as Castle Mistmoore. It is the home to the Dwarves, Elves and Gnomes ... and many political factions.

Kelethin is the tree city of the Wood Elves, located in the center of Greater Faydark. Wood Elves feel at home in a city far above the ground, and have little fear of falling. They are safe in the trees, where the Orcs that pillage the land cannot reach them. What events occur dirtside are seldom noticed above, as the bards play their music, and some of the finest bows and armor are made.

Felwithe, a city bordering Greater Faydark, is the home of the High Elves, a race steeped in tradition, and a city of great magic. From the Paladins and Clerics, to some of the most capable casters in the realm, Felwithe has several notable quests, and is a great resource for magic users.

Kaladim is the city of the Dwarves, and industry is the trademark of those within. Great mines lie deep within the city, and gems and minerals are well used by these great artisans. Taller races beware, for this town was built for the race of Dwarves. Barbarians may be welcome, but the folk of the town are not about to start making taller buildings to convenience the likes of them.

Ak'Anon is the home of the Gnomes, where some of the greatest inventors of the lands come to discuss ideas and concepts. Great mechanical creatures have been built to make the Gnomes' lives easier. Everything is of interest in the city, especially for those who venture here seeking knowledge. The Ak'Anon zoo is famous in Norrath, as only the Gnomes could devise such a concept for their people to enjoy. Knowledge is everything, neither evil nor good, but simply information to be processed, refined and consumed.

The Butcherblock Mountains lie outside Kaladim, and are protected by the Dwarven "Storm Guard." These scattered mountains and great hills have paths that were worn deep long 'ere any Humans set foot on Faydwer. Wandering creatures are here, and younger characters can grow strong hunting them, taking time to wonder at a very strange monument. It is, in fact, a large chess set, with pieces that look as though the gods themselves once played with them, but the set now lies in ruins within a mountainous alcove. Unique undead creatures are all that remain from what must have been the gods' pastime.

Dagnor's Cauldron lies south of the Butcherblock Mountains. The rough terrain here is as dangerous as the creatures that roam it. Take your time touring this land. It is easy to misjudge the steep slopes and rapid descents ... and be injured in a fall. Aqua Goblins have camps in this area, and stage frequent ambushes on those that cross the Cauldron. There are rumors of a legendary underwater city to be found here, but no recent travelers' reports confirm this.

The Estate of Unrest was once a place of great joy, before an extreme catastrophe occurred in the surrounding land. The estate is now haunted, and all within are undead or minions of the undead. Many experienced undead hunters come here to test their faith, as the estate seems to moan with despair. The undead never cease defending the estate, and the source of their unrest has never been found.

Clan Crushbone is the final stronghold of the Orcs on Faydwer. An entire legion of Orcs still remains active here, in Emperor Crush's service. They train each other for battle against the Dwarves and Elves, a constant threat as it appears that the Orcs are gaining ground in Greater Faydark. This is the proving ground for many aspiring Elven and Dwarven heroes, and those who have established themselves as great Orc slayers often go on to become legends among their people. Those who fail often end up as slaves to the Orcs, unable to free themselves from the never-ending lash of the whip. Rumors have it that the Dark Elves are supplying the Orcs with

Exploring Norrath: Faydwer, Odus

weapons and counsel on how to make a final assault on Kelethin and Felwithe. How deep the involvement of the Dark Elves goes is not yet known.

Lesser Faydark is a foreboding, dangerous forest where many mysterious creatures live, hidden to those who cannot look with trusting eyes. Brownies, Fairies and other small creatures of magic hide in this place which knows nothing of modern ways, but only the ways of nature and of ages past. Stories from long ago claim that the most magical of creatures, the Unicorns, used to be seen on moonlit nights, but these mythical creatures have not been seen in a long time, if ever. Perhaps a faithful Elf in the moonlight can still see these creatures if he lies still enough in the woods. Recently, the Dark Elves have begun an invasion of Faydwer within this forest.

Stories were told long ago that the most magical of creatures, the unicorns, used to be seen on moonlit nights, but these mythical creatures have not been seen in a long time. Perhaps a faithful Elf in the moonlight can still see these creatures if he lies still enough in the woods.

Steamfont Mountains is the area where Gnomes have settled down. Many Watchmen of the King of Ak'Anon stand guard near the city and its environs. Drakes, Minotaurs, and many smaller creatures make this a great zone for the younger to somewhat experienced players. Several Gnomes have won fame and favor with the King for duties against the Minotaurs. Many Gnomes put new inventions on display; the most noted was a great clockwork spider that malfunctioned immediately after being unveiled. The Gnome creator of this failed project still answers to this date for the chaos it caused.

The Ocean of Tears divides the world into a land of many islands and adventures. Ranging from the young to mastery level, each of these islands has a story and history behind it. From Pirates to Spectres to Aviahs, there is as much different life on the islands as there are fish in the sea.

Exploring Odus

Odus is the home of the Erudites, a group of Humans who broke off from Qeynos to form their own society. Erudin is the center of life for Odus, but no longer the only city on the continent. Paineel, the city of outcast heretics, now stands in defiance of the High Council of Erudin. Toxxulia Forest is the only common ground between these areas, and is in contention by both factions of the Erudite race.

Erudin is a city of great knowledge and refinement. It is by far the most civilized city (by Erudite reckoning, at least), protected by many Sentinels, and the noble council overviews all. The knowledge of many generations is stored within the largest library in the lands – even the heretics' version in Paineel pales by comparison. Deeper inside the city is the great Palace of Erudin. The ruling council and leaders decide on the truest forms of magic by the greatest casters in the realm.

Paineel is the city of outcast heretics – those who study the arts of Necromancy – located on the opposite side of Toxxulia Forest. Inside, followers of Cazic-Thule bring forth a new school of Clerics, the Fell Blade Shadow Knights, and the ruling class of the Necromancers. Do not be fooled by the appearance of this city. Even though it is nearly as refined as Erudin, it is a dark and evil site. Isolationist at heart, this city is well defended by the Shadow Knights and Necromancers who study in the heretics' library; they have the secrets of the original first Necromancer, Miragul.

Kerra's Ridge is the land that has been ruled by the Kerrans, a cat-like people fighting for existence against extinction at the hands of the Erudites. This is a younger dungeon, and groups of newer Erudites can find fame and glory worthwhile to anyone starting a career in the arts of

magic or faith. There are recent reports that the Heretics have established an outer school on a nearby island, but those who set out to verify this information failed to report back. For those who are opposed to the Heretics, and are of the suitable age, this could be a quest to fulfill.

Erud's Crossing has but a single island between Odus and Antonica, a volcano that made an island within recent years. This island has been taken by a group of Kerrans who appear to have revolted against those at Kerra's Ridge, and have a good colony to start a new life. A ship traveling between Qeynos and Erudin has been lost in the area, and hopes were high that survivors might be found. However, as time goes by, this hope diminishes. This island is good for younger to slightly more experienced parties, and is a great break from other areas to get away from the worries of everyday life on a more tropical vacation.



Exploring Kunark

Firiona is the landing area for most of the good-hearted races of Norrath. This Elven outpost comes under attack often from Drachnids, Giants and Drolvargs. The Overseer of Firiona is Galeth Veredeth, an Elven Warrior of historical significance. There are many adventures here for different races and classes.

The Dreadlands is the hilly region in western Kunark that is prowled by wild packs of Werewolves, Giants and other deadly creatures. The land is wild, and incredible changes in climate can be seen within very short distances. This area is the first that many will see since it holds the portals and ring for the Wizards and Druids. Inexperienced groups should not hunt the land. Many a scouting party has disappeared, leaving no clue as to its fate.

Karnor's Castle has been taken over by werewolves, encamping themselves in this ruined castle in an attempt to control Kunark. The large castle has enough supplies to keep the Werewolves in good armor and weapons, and they train relentlessly in order to continue their siege of the lands.

Burning Woods is a once-beautiful forest area. It has been scarred with intermittent meteor strikes that set the forest ablaze. Many creatures' homes have been affected by the strikes, including the Giants and Sarnaks. Undead Gorillas, Wurms and other monsters also roam this zone ... so only experienced parties can expect to survive a tour of the area. It is rumored that an actual meteor still lies here, and can be found if searched for.

Chardok, the largest of the Sarnaks' castles, can be found in the Burning Woods, somehow untouched by many of the nearby strikes. The

Exploring Norrath: Kunark

half-dragon, half-Iksar Sarnaks continue to wage war against any rivals who wish to control Kunark. Chardok is close to impenetrable, even with an army of well-trained individuals.

The Skyfire Mountain Range is still very active, even more so than Lavastorm. Large rivers of lava meander throughout the land, and creatures of incredible strength wander freely. Inexperienced parties are fodder to these creatures, which snatch up and swallow any who cannot repel them.

Veeshan's Peak, the largest volcano, is strangely dormant, with large doors on the outside that appear to be forever locked. This meeting place of the Ring of Scale is one of the greatest mysteries on Norrath.

The Overthere is a plains area teeming with wildlife and rumored to be the home of a lost and ancient race, but few have survived the journey to verify these stories. While there is an outpost for those whose duties and deeds may be ... may be of an evil nature, there are yet many mysteries that resist investigation.

The Howling Stones mark this area. Some report screams that filter through the very earth of these lands ... sounds that have weakened the will of even the bravest. Experienced parties have disappeared in this area, and the reports from those who best know the missing are that they now can hear their friends' screams in the night as well.

The Frontier Mountains, comprised of tall, jagged peaks, form an almost impregnable barrier across the width of Kunark and some consider it the most dangerous traveling terrain in Norrath. Many Giants have claimed this area for their home, and they have made several outposts and camps.

Droga and Nurga, death camps for Goblins who profit from the labor, are two of the many mines in the Frontier Mountains. Here you will find Mole-like creatures called "Burynai," who also own a few mines and defend them viciously. The Giants have started their own shaft, but no one has been able to get close enough to discover just how deep it goes.

Lake of Ill Omen's legend has it that those who touch the waters of the lake are forever doomed to rise as undead three days after their deaths. This area has many adventures from the training areas of Iksar (for the least-trained of the locals) to a large colony of Goblins, underwater ruins and a Sarnak stronghold that could take several experienced groups to explore.

Veksar's entrance has collapsed and it is unknown if another path into the underwater city will ever be found. What mysteries lie in this zone are unknown, as the city under the lake has not yet been revealed.

Warslik's Wood is named for Warslik the Destroyer, a Mountain Giant hero who rained his fury upon Kurn's Tower in elder times, destroying it utterly. This area is attractive to lesser-experienced parties — mostly Iksar — who are looking for a variety of adventures. More experienced parties might assault the Goblin or Forest Giant strongholds here.

Dalnir, an ancient crypt, lies not far from the new Iksar city of Cabilis. Dalnir was a wealthy noble from the first Iksar Empire whose crypt's location was lost long ago. Recently several Iksar criminals stumbled upon a cave where they attempted to hide from a pursuing patrol. Deep within the cave they discovered the entrance to Dalnir. Ignorant of the legend of Dalnir, the

criminals went in to plunder the tomb, and were never seen again. Over the years many different creatures have stumbled upon this tomb.

Field of Bone is where many creatures in Norrath come to die. Thousands of skeletons and corpses of all kind litter the landscape. This place was once flush and fertile in the early days of the Iksar, but now it is all but desert. The bones of just about every race on the continent litter the ground — more numerous than vegetation in many areas. Moreover, the field is haunted ... especially at night ... by foul undead.

While greater undead hunters will not be challenged by this location, those newer to hunting the undead will be delighted with the opportunities.

Kurn's Tower was used to torture, enslave and enforce the will of the Iksar upon the non-Iksar races. This foul tower now lies in ruins, but the catacombs and dungeons beneath hold secrets too dark to tell.

Kaesora is ruled by a Vampire named Xalgoz, an emissary of Venril Sathir. There are many dangerous traps in Kaesora that hold many trapped souls ... never to be released. Kaesora is for experienced parties who work well under pressure and are capable of handling surprises.

Swamp of No Hope makes Innothule look tame. This swamp is very confusing, easy to get lost in, and has many creatures that wander it.

Krup lies somewhere in the mist of the swamp. It is the capital city of the Frogloks of Kunark. King Lupzlup is rumored to be found in this area, defended by a large number of Frogloks.

This area is good for the inexperienced to get used to working together as a team, and great for learning how to not get lost in a large zone with few landmarks.

Emerald Jungle is a wild and dangerous place: home of many predators, including flesh-eating plants and creatures once thought extinct.

The City of Mist, the ruined Trade City of Torsis, is hidden in the translucent haze of this zone. This was the city of merchants, smiths — and home to a formidable army. Now the dead are said to walk its streets, seeking souls to devour and bodies to crush. However, in the last days of this city's empire, many a merchant fell dead with gems in hand.

***Note:** All characters can be bound (Bind Affinity) to this city.*

Both of these zones are designed for experienced-to mastery-level players, with groups that have worked together before. The middle of a jungle far away from anything resembling safety is not the time to experiment with group compatibility.

Trakanon's Teeth is in the far south reaches of the Emerald Jungle. Undead are much more common here, as entire areas of old Iksar ruins are spread throughout the zone. Sebilis can be found — obliterated by dragonkind — now taken over by the ancient poison dragon Trakanon.

Old Sebilis's entrance lies in the deepest parts of the jungle. Its location is unknown, but it is rumored that Trakanon himself may be found if a party of heroes could ever explore deep enough.

Exploring Norrath: Factions & Who They Are

Timorous Deep is full of adventures for various levels of explorers. Different islands dot the largest body of water in Norrath, and each island and waterway holds opportunities galore. Several species call this area home, including a tribe of bird people and some very large carnivorous creatures. Those lost on the high seas may very well end their careers as a midnight snack to the local denizens.

There are mysterious forces at work in Timorous Deep, as somewhere in the water large amounts of mana and energy are being consumed and expended for unknown purposes. Also, tales of a voracious sea monster strike fear into the hearts of many young travelers, although the experienced have come to discount them as simple rumor.

Factions & Who They Are

* The faction name is its own description.

Agents of Mistmoore

Spies for the Vampire of Mistmoore

Allize Tae Ew

Cazic Thule Lizardmen

Allize Vol Ew

Feerrott Lizardmen

Antonious Bayle

Leader of Qeynos and the surrounding areas

Arcane Scientists

Freeport casters guild

Ashen Order

Freeport Monks guild

Befallen Inhabitants *

Bloodgills

Water Goblin faction in Kunark

Bloodsabers

Human followers of Bertoxxulous, out of Qeynos

Broken Skull Clan

Ultra-violent clan of Trolls

Burnai Legion

Burnai primary faction

Carson McCabe

High Keep based faction

Circle of Unseen Hands

Rogue guild operating out of Qeynos

Clan Runny Eye

Goblin clan near Misty Thicket and in Butcherblock Mtns.

Cleaving Tooth Clan

A clan of Goblins

Clerics of Tunare

Cleric guild operating out of Felwithe / Paladins of Tunare

Clerics of Underfoot

Cleric and Paladin guilds operating out of Kaladim

Clurg

Ogre tavern owner

Coalition of Tradefolk

Merchants of Freeport

Combine Empire

Forgotten faction of a past empire

Commons Residents

Residents of Commons and East Commons

Corrupt Qeynos Guards *

Craftkeepers

Erudite Enchanters guild

Craknek Warriors

Ogre Warriors guild

Crimson Hands

Erudite Wizards guild

Crushbone Orcs

Orc clan operating out of Faydark

Da Bashers

Troll Warriors guild, and Troll Guards

Dark Bargainers

Dark Elf Merchants out of Neriak

Dark Ones

Troll Shaman guild

Dark Reflection

Gnome Necromancer guild

Dead (The)

Dark Elf Shadow Knights and Necromancers guild

Deathfist Orcs

Orcs operating near Freeport

Deep Muses

Gnome (Rogues) guild

Deepockets

Halfling Rogue guild

Deepwater Knights

Erudite Paladin and Cleric guild

Dervish Cutthroats

Dervish cutthroats operating out of the Oasis of Marr and Deserts of Ro

Dismal Rage

Human followers of Innoruuk, out of Freeport

Donovon

High Keep citizen

Drafling

Halfling faction

Dread Guard Inner

Dark Elven guards of Neriak

Dread Guard Outer

Dark Elven guards of Neriak's Foreign Quarter

Ebon Mask

Guild of Dark Elf Rogues

Eldritch Collective

Gnome casters guild

Emerald Warriors

Elven Warriors guild

Faydark Champions

Elven Warriors guild

Firiona Vie

City of Firiona Vie faction

Freeport Militia

East and West Freeport guard faction

Frogloks of Guk

Froglok encampment in Innothule

Frogloks of Kunark

Froglok encampment in Swamp of No Hope

Gatecallers

Erudite Mages guild

Gem Choppers

Gnome Warriors guild and guard faction

Gnarled Fist Clan

Clan of Trolls

Greenblood Knights

Ogre Shadow Knights guild

Guardians of the Vale

Rivervale guard faction

Guards of Qeynos

Primary Qeynos guard faction

Heretics

Erudite Necromancers and Shadow Knights in Paineel

High Guard of Erudin

Guards of Erudin

High Hold Citizen ***Highpass Guards *****Horde of Xalgoz**

Werewolf clan in Kunark

Indigo Brotherhood

Dark Elf Warriors guild

Jagged Pine Treefolk

Druid guild out of Surefall Glade

Kane Bayle

Younger brother to Antonious Bayle

Karana Bandits ***Karana Residents*****Kazon Stormhammer**

King of the Dwarves and ruler of Kaladim

Keepers of the Art

High Elf casters guild

Kelethin Merchants

guild

Kerra Isle

Group of Kerra's off the coast of Odus

King Ak'Anon

Ruler of Ak'Anon

King Naythonx Thex

King of the Dark Elves

King Tearis Thex

King of the High Elves

Kithicor Residents

Citizens who live in Kithicor Forest

Knights of Thunder

Paladins of Karana operating out of Qeynos

Knights of Truth

Paladins of Mithaniel Marr operating out of Freeport

Kobolds of Firepit

Clan of Kobolds

Kromdek (The)

Faction of Giants in Kunark

Kromdul (The)

Faction of Giants in Kunark

League of Antonican Bards

Bard guild of Qeynos and Freeport

Legion of Cabilis

Army of Iksar operating out of Cabilis

Mayong Mistmoore

Dark Elf vampire who controls Castle Mistmoore

Mayor Gubbin

Mayor of Rivervale

Meldrath

Gnome Necromancer in Steamfont

Merchants of

Ak'Anon
guild

Merchants of Erudin

guild

Merchants of Felwithe

guild

Merchants of Halas

guild

Merchants of

Highpass
Pass guild

Merchants of Kaladim

guild

Merchants of Oggok

guild

Merchants of

Rivervale
guild

Miners Guild 249

Dwarven miners guild

Miners Guild 628

Dwarven Miners guild in Kaladim

Minion of Scale

Army of the Ring of Scale

Miragul

The Erudite who founded Necromancy

Mucktail Gnolls

Clan of Gnolls operating near High Pass

Nagafen

Lava Dragon in a lair off of Lavastorm

Exploring Norrath: Factions & Who They Are

Najena

Dark Elf operating out of Lavastorm area

Oggok Guards *

Opal Darkbriar

A studier of the arts in Freeport

Order of Three

Mage guild of Qeynos

Pack of Tomor

Clan of Werewolves

Peacekeepers

Erudite Paladin and Clerics guild

Phingel Atropos

The last kedge

Pickclaw Goblins

Goblin clan operating out of High Pass

Pirates of Gunthak

Pirates of the great seas of Norrath

Priests of Nagafen

Followers of the Lava Dragon

Priests of Innoruk

Dark Elf Clerics guild

Priests of Life

Cleric guild out of Qeynos

Priests of Mischief

Halfling Clerics guild

Protectors of the Pine

Rangers guild out of Surefall Glade

QRG Protected

Animals

Qeynos Rangers guild protected animals

Queen Cristanos Thex

Dark Elf Queen

Ring of Scale

Council of Dragons

Rogues of the White

Rose

Barbarian Rogues guild

Sabertooths of

Blackburrow

Clan of Gnolls operating near the Jaggedpine

Sarnak Collective

Half Iksar, half Dragon race collective

Shamen of Justice

Barbarian Shaman guild

Shralok Orcs

Orcs operating out of Kithicor Forest

Silent Fist Clan

Monks guild out of Qeynos

Soldiers of Tunare

Druids guild out of Kelethin

Solusek Mining

Company

Gnome mining company out of Lavastorm

Split Paw Clan

Clan of Gnolls

Steel Warriors

Warriors Guild out of Qeynos

Stone Hive Bixies

Clan of Bixies

Storm Guard

Warriors guild out of Kaladim

Storm Reapers

Halfling Druids of Karana out of Rivervale

Temple of Solusek Ro

Great temple to Solusek Ro near Lavastorm

Thrall of Kly

Faction of Kly out of Dahnir

Thunder Hooves

Centaurs of the Plains of Karana

Trakanon

Followers of the Poison Dragon of Kunark

Tunare's Scouts

Elven Rogues guild

Undead Frogloks of Guk *

Undead of Kithicor *

Unkempt Druids

Faction of Druids

Unrest Inhabitants

Inhabitants of the Estate of Unrest

Venril Sathir

Lich lord of Kunark

Verishe Mal

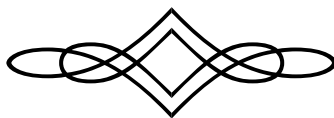
An invading clan of Gnolls

Vox

Frost Dragon whose lair lies near Everfrost

Wolves of the North

Warriors guild in Halas





The Mapmaker

Mylord,

I trust this missive finds you in good health, if indeed it finds you at all. I had only returned to the port to replenish my supply of parchment, when I was informed by the captain that he would soon be departing for home. He kindly offered to carry my humble report to your eyes.

This new land is all I could ever dream it would be, and more! I must confess that my musical endeavors have quite fallen by the wayside. Indeed, the head of my drum is even now playing host to a careful tracing of an inland lake some six days journey from our anchorage (I believe I mentioned that I had run out of parchment). I have become utterly consumed with the task of committing the contours of great Kunark at last to paper. I think I have almost a third of the whole landmass sketched out now, and hope to have the rest in no more than a year, at which time I can start the even more massive task of making my charts fit for your sight. Have I found here my life's calling? Indeed, it may be so.

I wander hither and yon quite overwhelmed by the infinite possibilities of this land. Shall I follow the river that winds to the east, or seek out the peaks that loom to the north? I have learned much about both my craft and myself. It is most difficult, for example, to take an accurate compass reading while one is being pursued by a pride of lions, owing to the frequent necessity of evasive action. Although the actual distance covered between attempts was minuscule, the problem of reestablishing a true baseline under the formidable time pressure of leonine attention proved to be both frustrating and potentially life-threatening. In the end, however, I triumphed, when I discovered simultaneously that the trunk of a long pine can be climbed, with a sufficiently rapid run-up, and that said pines make both a good vantage point for geographical survey and a passably comfortable bower for the night.

I apologize for the brevity of this account, when indeed I have so much to report. However, the captain's departure cannot be delayed. As for myself, I once again hear the call of the expanses. There is a rumor of a most fascinating high meadow to the southwest, which none have been able to cross owing to the unfortunate presence of dragon-like Sarnak. Therefore, I have every reason to hope that I shall be the first! Excitement quite overwhelms me.

Ever your obedient servant,

Muse, bard and cartographer



Cities of Norrath

EQ Atlas

www.eqatlas.com

To serious EverQuest adventurers, a good map is the magic mirror that lets them see the world as it really is. It saves time, saves resources, and saves lives.

Exploring is half the fun of questing ... but anyone who's spent hours wandering through zones, confused and frustrated, knows that being lost is neither "exploring" nor fun.

EQ Atlas has an excellent array of high-quality maps, not just of cities, but also of the myriad areas in between. Muse, the Half Elf Bard/Cartographer, has been wandering Norrath since the early days of the Beta, drawing maps and making them available to his fellow adventurers.

Even more, there is first-hand expert advice on the best ways to survive exploration and find your way back home.

It's definitely worth a bookmark.

All maps are copyright EQ Atlas Web Site, and used here with permission.

Using the Maps in this Book

Places of interest are marked on each map and listed in the key below the map. Items that you can find at these locations are listed in parentheses where applicable. Please note that in addition to things you can buy (like food or cloth armor), these lists include things you might see and possibly use (like an oven or brew barrel) and occasionally people. Also, the lists are very general – a merchant listed as selling plate armor may not have all pieces of armor in every size, for example. And of course, items merchants keep in stock are subject to change as the game changes.

The maps are followed by lists of NPCs and creatures found in the major newbie zones outside these cities. As *EverQuest* is a living, breathing game it is always possible that beings we've listed are no longer around, or creatures we haven't listed are out there. We've provided the lists as a hint to the opportunities and dangers that lie outside city walls.

Antonica

The first stop for any traveler from abroad should surely be the main continent of Antonica. From broad green meadows to lush forests and frosty plains, our favorite island presents a breathtaking image of all four seasons at once. This jewel of Norrath is home to the most acceptable of our thirteen known races, each with its own region and rich heritage. We wish you a warm welcome throughout the land, and hope you find your travels relaxing and pleasurable. Let us take a few moments to guide you through our bright and beautiful land...

Halas, nestled comfortably between several snow-capped mountain ranges on the northernmost tip of Antonica, is home to most of the world's Barbarians. Further south in Rivervale, the land of the Halflings, the temperature rises to a breezy and comfortable 70° year round. Surrounded by lakes and rivers, this area has evolved into the most desirable vacation spot in the land – as evidenced by those visitors who return season after season.

Hardier travelers who want to mingle with several cultures may opt to visit the eastern seaboard. This region harbors the most varied terrain, races and native life in the land. From the Dark Elves' forested city of Neriak to the ever-alive Human and Half Elf city of Freeport, visitors are always amazed by the unpredictable, exciting events and happenings in this region.

Southern Antonica may lack the wealth and goods present elsewhere on the island, but the true explorer or avid spelunker can't help but appreciate the unexplored lands surrounding Oggok (home of the Ogres) and Grobb (city of the Trolls). Caves, wild marshlands and historical ruins abound, many still untouched by progress or culture.

After an extended tour of the mainland, most travelers take a few days' rest in Qeynos, a tolerant, predominantly Human city that rests on the western edge of Antonica. This famous port city bustles with mercantile activity both day and night, lending to its well-earned reputation as the City of Infinite Trade.



Marsheart's Chords was full tonight – of singers warming up their voices, strummers tuning their lutes, and travelers eager to listen.

Angel leaned close to her lover, Mykel, and said, "That guard said to come here to learn about the city, but this is a group of entertainers. Don't they deal in fantasy?"

Mykel caressed Angel's hair, "Where do you think they get their stories from, love?"

A hush fell on the crowd as the night's entertainment began. There were stories of love and valor. Tales of the gods and their faithful. Songs of magic and wonderment.

When it was all done, Mykel turned to Angel and said, "Well, there you have it. You need to see this Tara Neklene in the Magician's Tower of the Arcane Scientists and help her with her important research. I, a humble cleric of Mithaniel, will be off to visit the Marr Hall of Truth and rid it of the pestilence that has infested the peaceful waters there."

"But those were just stories," Angel argued.

Mykel smiled as he kissed Angel's hand. "Meet me here tomorrow evening. Tell me about your story and I'll let you know about mine."

Freeport

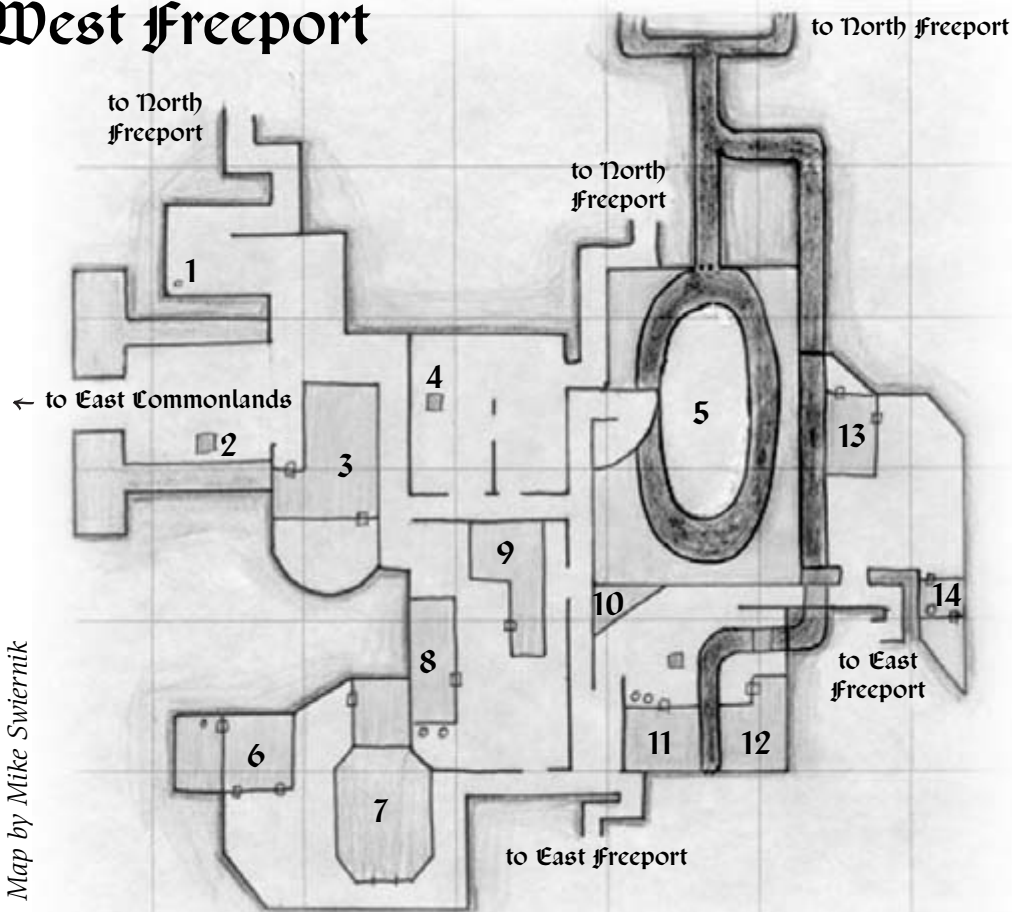
Located on the eastern coast of Antonica, Freeport is a starting city for Humans and Half Elves. In this humming port city you will find all manner of goods and refreshment for sale. In particular, travelers in search of spirits to quench their thirst won't be disappointed.

The city is divided into three zones: north, east and west. Boats depart from the docks in East Freeport for Faydwer, by way of the Ocean of Tears.

Newbies who wish to venture outside of town will do well to stick to the East Commonlands, which lie just to the west of West Freeport. Check there on weekends – you'll sometimes find it bustling with a traders' fair.



West Freeport

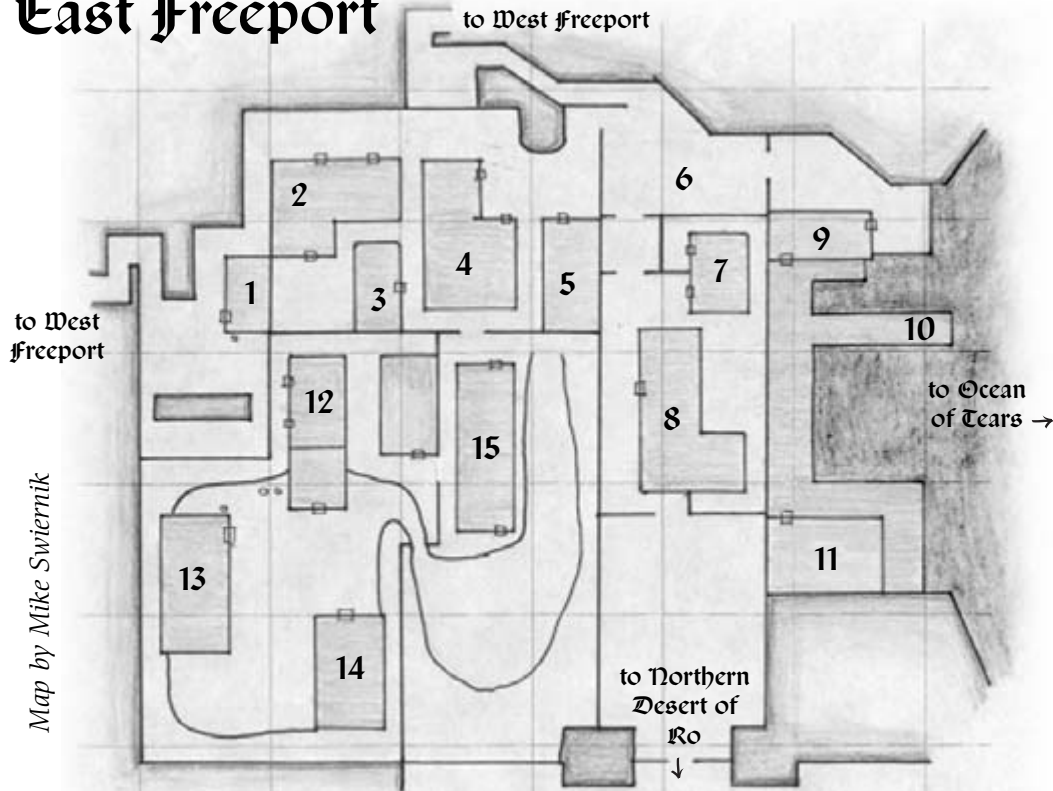


Map by Mike Swiernik

1. **Lady Krystin** – *brewing supplies*
2. **West Gate Marketplace**
3. **Freeport Militia House**
4. **Lady Linadian** – *cloth armor*
5. **Academy of Arcane Science / Mage Guild** – *tomes, gems, violet robes*
6. **The Steel Warriors Guild** (forge in back) – *weapons*
7. **The Freeport Arena / PvP area**
8. **Gurb's Anvil** (pottery wheel inside, kiln outside) – *weapons*
9. **Hog Caller's Inn** (brew barrel inside) – *alcohol*
10. **The Theatre of the Tranquil**
11. **Brownloe Bakery** (kiln and pottery wheel outside) – *food items, cooking supplies, recipes*
12. **The Ashen Order / Monk Guild**
13. **Torlig's Herbs and Medicines** – *potions, crystals, mistletoe*
14. **Vacant Tavern** (oven inside)

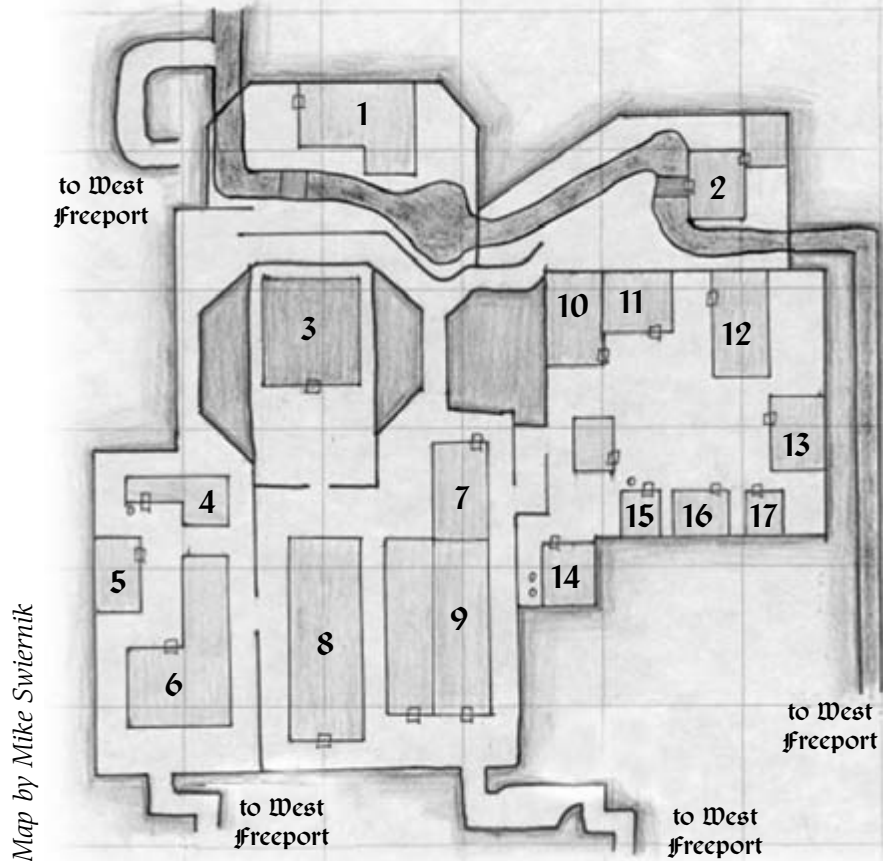
Cities of Antonica: Freeport

East Freeport



1. **Armor by Ikthar** (forge outside) – chain and plate armor, armor molds, clay
2. **Trader's Holiday** (brew barrel and oven inside) – blacksmithing molds and books, alcohol
3. **Backalley Brewhouse** – alcohol
4. **Velithe and Bardo's Imported Goods** – alcohol, blacksmithing books, file molds and other molds
5. **Leather and Hide** – small and medium leather armor and patterns
6. **Priest of Discord**
7. **Grub n' Grog Tavern** (oven inside) – alcohol
8. **Freeport Inn** – food items, lanterns, other goods
9. **Port Authority** – fishing supplies
10. **Freeport Dock** (boat to Ocean of Tears, Butcherblock Mountains, and the rest of Faydwer)
11. **Seafarer's Roost** (brew barrel inside) – odd and unusual beers
12. **Eastside Inn** (secret entrance to underground tunnels where Necromancer, Shadow Knight, and Rogue guilds are found, as well as the evil races Guild-master for the other classes)
13. **Gord's Smithy** – weapons and bags
14. **Chops and Hops** (oven inside) – alcohol
15. **Hallard's Resales** (KOS dog named Scraps) – weapons

North Freeport



1. **Freeport Office of Landholders**
2. **Hall of Truth** — Paladin/ Cleric Guild
3. **Temple of Marr** — Paladin/ Cleric Guild
4. **Groflah's Forge** (forge outside door) — ore, weapons, clay, steel boning, sharpening stones
5. **Marsheart's Chords** — Bard Guild Hall — throwing weapons and musical instruments
6. **Freeport City Hall**
7. **Coalition of Trade Folk** — food items
8. **Knight's Quarters**
9. **"The Blue Building"** — jewelry crafting items
10. **The Jade Tiger's Den** — food items
11. **Tassel's Tavern** (brew barrel inside) — alcohol
12. **Emporium!** (forge outside door) — medium cloth items
13. **The Vault** [bank]
14. **Galio's Meat and Mullet** (brew barrel and oven inside and pottery wheel and kiln outside) — food items, meat pies
15. **Public Bunkhouse** (oven outside)
16. **The World at Hand** — food items
17. **Freeport Fine Clothiers** — pottery sketches, cloth armor

Cities of Antonica: Freeport

East Commonlands Newbie Zone Personalities

Altunic Jartin	High Paladin of Tunare	Master Elementalist	Shady Swashbuckler
Battle Chanter	High Priest of Brell	Mstr. Enchantress Kalystari	Silent Fist Master
Blademaster Arishan	High Priest of Three	Math Wintersong	Silent Fist Warrior
Bubar	High Priest Z'Kuvel	Merra Clayfinger	Squire Narl
Cavalier of Thunder	High Priestess of Brell	Metha Wintersong	Steel Warrior General
Cavalier of Tunare	Innkeep Blaise	Mith Wintersong	Steel Warrior Lieutenant
Chaplain of Brell	Innkeep Calen	Mytha Wintersong	Steel Warrior Sergeant
Dena Loommistress	Innkeep Dolman	Paladin of Tunare	StormGuard Corporal
Elder Battle Chanter	Innkeep Elora	Pardor the Blessed	StormGuard General
Elder Enchantress of Three	Innkeep Fenia	Parthar	StormGuard Lieutenant
Elder Priest Dunnik	Innkeep Harold	Ponila Quickfingers	StormGuard Sergeant
Elder Priest of Brell	Innkeep Juna	Priest of Brell	Vali Greenwhisper
Elder Ritualist Ka'Visan	Innkeep Leo	Priestess of Brell	Veli Greenwhisper
Elder Wizard	Jagged Pine Tracker	Priestess of Three	Voli Greenwhisper
Elder Woodsman	Jelda Needlefinger	Rinna Lightshadow	Vuli Greenwhisper
Enchantress of Three	Joryd Longarms	Romya	Warlord Spruance
Essence Lord Laenari	Katha Firespinner	Rugged Woodsman	Wizard Adept
General Melkar	Knight of Tunare	Senior Elementalist	Wizard of Three
General Sa'Ralis	Lady of the Pine	Senior Wizard	
Germe Threadspinner	Lord Shin Ree	Sergeant Slate	
guards	Loric Weaver	Shadow Master	
High Lord Elisar	Lyth Spellstar	Shadow Warrior	

Teir'Dal

Teir'Dal Bishop	Teir'Dal Elite	Teir'Dal Priest	Teir'Dal Sergeant
Teir'Dal Chaplain	Teir'Dal High Priest	Teir'Dal Ritualist	
Teir'Dal Corporal	Teir'Dal High Wizard	Teir'Dal Ritualist Adept	
Teir'Dal Elder Ritualist	Teir'Dal Lieutenant	Teir'Dal Senior Ritualist	

Others

air elemental	ghoul	moss snake	rattlesnake
asp	giant scarab	orc apprentice	shadow wolf
bixie	giant spider	orc centurion	skeleton
black bear	griffin	orc legionnaire	spiderling
black wolf	large spider	orc oracle	willowisp
darkweed snake	lesser mummy	orc pawn	young kodiak
decaying skeleton	lion	orc weaponsmith	zombie
fire beetle	lioness	puma	

Look for Boomba the Big in Freeport

Well, now, I'll tell you right here and now that not all evil Ogres are really evil. I mean, really now, if you can't believe a trusty Rogue, who can you believe? You doubt me? I'll give you a for-example.

For example, there's Boomba the Big in Freeport. I still remember the first time I saw Boomba the Big. I was sashaying down the streets of West Freeport (sashaying is part of my signature style) and I turn the corner and Boom! There's this big old Ogre standing in front of me. Okay, so he wasn't exactly swinging a club at my head, but still you've gotta admit that there are times when a Rogue practices hiding, and there are times when he just ... hides. I hid in a heartbeat, almost right out of my own boots, if you know what I mean.

But then I see that this Ogre is doing the

market-place thing. So I think, "Tunare on a half-shell, you just gotta love Freeport." And then I see that this big Ogre isn't just shopping ... he's got his own thing going. Foodstuffs in barrels, with tongs and skewers and little take-home boxes. And I think, "What a town." Then I think, "I wonder what he's selling?" so I go over for a look-see.

You'll never believe this. He's selling pickles. I couldn't believe it, so I asked him, "What is this stuff?" He says, "Anybody can see it's pickles." Only he doesn't actually say exactly that, you know how Ogres talk in verbal bursts of testosterone. But that's what he meant.



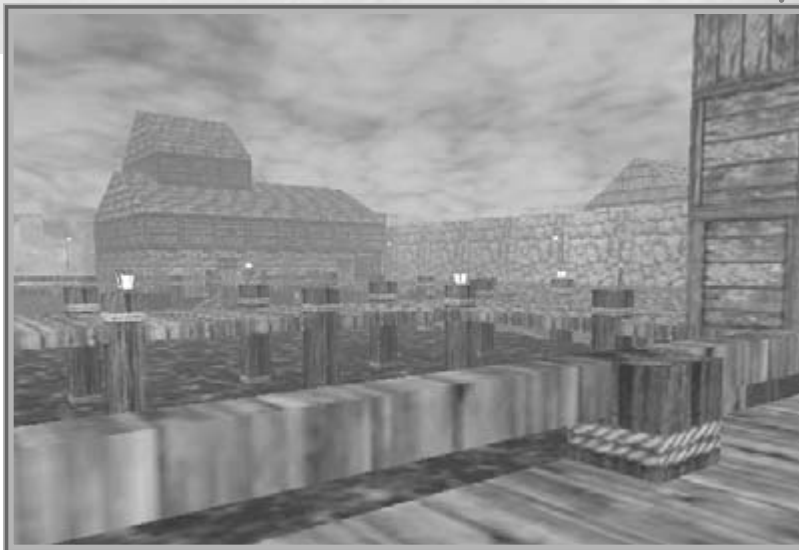
Cities of Antonica: Freeport

And I thought, "Hey, I don't even have to go out of the city walls for a new experience," so I asked him how he learned to make pickles, and which ones he recommended, etc.

Well. Apparently he learned from the master Chef Dooga in Oggok. Boomba apprenticed with him for years, but he said that everybody in Oggok makes pickles at home, so it's not exactly the best way to get rich. That's when he decided to come to Freeport, land of the Free and home of the Port, and make his fortune as a pickle-chef. Only when he got there, the militia conscripted him in the fight against the Deathfist Orcs. So he was in the Brute Squad for a few years, and then set up shop.

His recommendation du jour was the Pickled Paladin. I looked in the barrel, and sure enough, it was full of pickled Paladin. He said he only pickled evil Paladins, and that the militia had told him that there was an infestation of evil Paladins in the north, so that was what he used. He said that I could tell he used only the best Paladins, because if you looked you could see splinters of plate armor and bits of jewelry embedded in the ... um ... pickled parts.

So you see, all Ogres aren't evil. Some are decent, hard-working pickle-chefs just trying to make a living like the rest of us.



Grobb

Grobb, the starting city for Trolls, lies at the far southeastern tip of Antonica. Compared to a busy metropolis like Qeynos, Grobb is relatively small and somewhat limited in resources, but residents are able to find all they need in the way of necessities like food, armor and weapons.

Innothule Swamp separates the Troll city from its neighbors. Evil newbies who quail not at the thought of slogging through decaying flora and fauna might find this a very rewarding place. Not the spot for a second vacation home, perhaps, but potentially lucrative nonetheless.

"Here deal," Sohog said to Mixac. "I help you get bones for Hukulk and you gets to be Nightkeep." Sohog grabbed Mixac's tunic and drew him close. "You go through swamp to desert with me. Kill fire beetles for eyes for Basher Nanrum."

Mixac shrugged. "Thought fire eyes a lie." When Sohog pulled him closer, Mixac added, "But, it deal."

Innothule Swamp Newbie Zone

Personalities

Basher Oggrik	Fandl Arathin	Jyle Windstorm	Stragak
Basher Sklama	Forager Grikk	Lynuga	Sylp Tyanathin
Basher Smag	Gwynn Marthank	Peltin Funter	Tal Godin
Basher Trak	Hogus Durmas	Rell Ostodl	Tann Cellus
Bunk Odon	Jars Legola	Slayer Captain	Zepin Winsle
Dark Deathsinger	Jojongua	Spore Guardian	Zimbittle

Frogloks

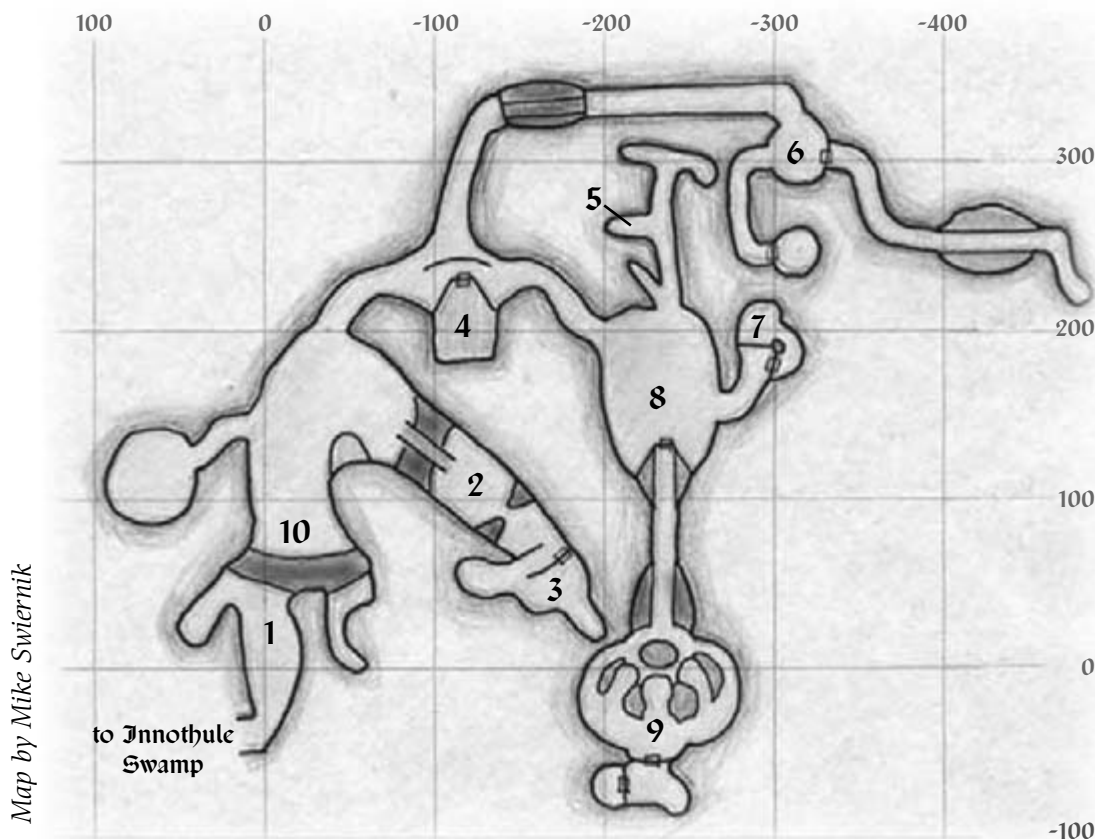
Froglok
Froglok fisherman, forager, guard, tad

Others

bull alligator	giant rat	shadowed man	young water moccasin
decaying skeleton	giant water moccasin	skeleton	zombie
earth elemental	kobold hunter	snake	
fat alligator	large rat	swamp alligator	
fungus man tracker	lesser kobold	Troll slayer	
fungus spore	lesser mummy	water moccasin	

Cities of Antonica: Grobb

Grobb



1. **Priest of Discord**
2. **Da Bashin Place / Warrior Guild** – weapons
3. **Gunthak's Belch** – food, brewing supplies, alcohol, bags
4. **Krung's Clubs N' Junk**
[inside] – weapons, large leather, chain, plate armor
[outside] – food items, boots, fletching equipment, bows and arrows
5. **Uzak the Jeweler**
6. **Nightkeep / Shadow Knight Guild** – ore, sharpening stones, clay, weapons
7. **1st Bank of Grobb**
8. **The Root of Innoruuk / Shaman Trainers** – medicine bag
9. **The Throne of Might / Shaman Guild**
10. **Ootok the Merchant** – food, water, bandages

Look for Carver Cagrek in Grobb

Carver Cagrek is in the middle of a very small glen, The Root of Innoruuk, next to the Grobb gallows. The Carver can always be found here slicing and dicing the unfortunate. You might find him with a Dwarf ... er ... half a Dwarf tied up.

"Work never stop," Carver Cagrek moaned to himself as he headed back to the kitchen to butcher the Dwarf executions of the day. Cagrek sometimes longed for the simple days when he worked at Gunthak's Belch. However, since no one wanted the cook bashed, he knew he should be grateful to be Carver for Grobb.

When he walked into the kitchen, the eyes of his three helpers widened.

"Dwarf stew!" Cagrek shouted as he threw the tougher Dwarf parts into a pot of boiling water.

"Dwarf bad!" Kak said.

Cagrek grabbed Kak's throat and grinned at him. "You taste first."

Reged and Gragoc laughed and slapped the bloody butcherblock. New red spurts

dotted their already soaked aprons. Cagrek knew he would be greatly honored when he served Dwarf that didn't kill anyone — like the Carver before him had done.

"Who get head?" Gragoc asked.

The Carver slapped Gragoc's head and replied, "Shaman get head!!"

"Dumb Troll," Reged mumbled. Reged was the oldest and stayed alive by always agreeing with the Carver.

Cagrek reached for his favorite cleaver and noticed something below the curtain to the storeroom that shouldn't be there — furry boots. Cleaver in hand, Cagrek ripped aside the curtain. "What this?" When he saw the burly man, he grinned. "Barbarian! Cagrek be much honored



Cities of Antonica: Grobb

tonight when he serve Barbarian Guts Pie!"

"I," the man began, then cleared his throat. "I was teleported here by accident."

"Not care," Cagrek said as he took down a whetstone and began sharpening his cleaver. "Barbarian ribs tough." He smiled broadly at the nervous man in the storeroom. "Need sharper cleaver."

"But ... um ... I may be able to help you," the man replied.

"Help by quiet, not scream," Reged said. He and Kak were flanking the storeroom as Cagrek raised his cleaver.

"I can get you Ogre recipes!" the man blurted out and cringed to the floor.

Cagrek lowered his cleaver and crossed his arms. "You? How?"

The man looked up at the trio of Trolls. "I've eaten Ogre myself," he said. "Get me out of here and I'll send the recipes and some salted Ogre toes back."

"Stand!" Cagrek commanded and the man stood. "Give me pouch."

"It's all I have," he pleaded.

Cagrek started to raise his cleaver.

"All right! Here," the Barbarian said.

"And extra big sword on back," Cagrek added, cleaver at the ready.

The man reluctantly took off the sword and said, "This belonged to my father."

"You get back when I get Ogre toes and recipes," Cagrek said. "Reged, take Barbarian to border."



Reged threw a cloak over the Barbarian and tossed him in the back of the Carver's trash cart with all the bloody garbage. Reged could hear the Barbarian puke. Outside the gate, the Barbarian took 5 gems out of his boot. He was smart enough to draw his remaining sword before he gave them to Reged – an act Reged respected.

"Told you. Ogre promise always work," Reged said.

"Thank the gods. Here's what we agreed upon," the Barbarian said as he handed over the gems. He wistfully looked toward Grobb. "I wish I could get that sword back."

"Bring Ogre toes," Reged laughed as the man frowned and ran off into the night.

Halas

The Barbarians have managed to construct a fairly cozy little town out of the frozen wastelands they call home. Such achievements don't come easily, however, as the rough-and-tumble nature of the residents may attest. The wandering traveler will find Halas rich in food, alcohol, weapons and the tools to make them.

Newbies should check out the Everfrost and Blackburrow newbie zones, which are just outside the city (take the raft across the pond in front of the main gate).



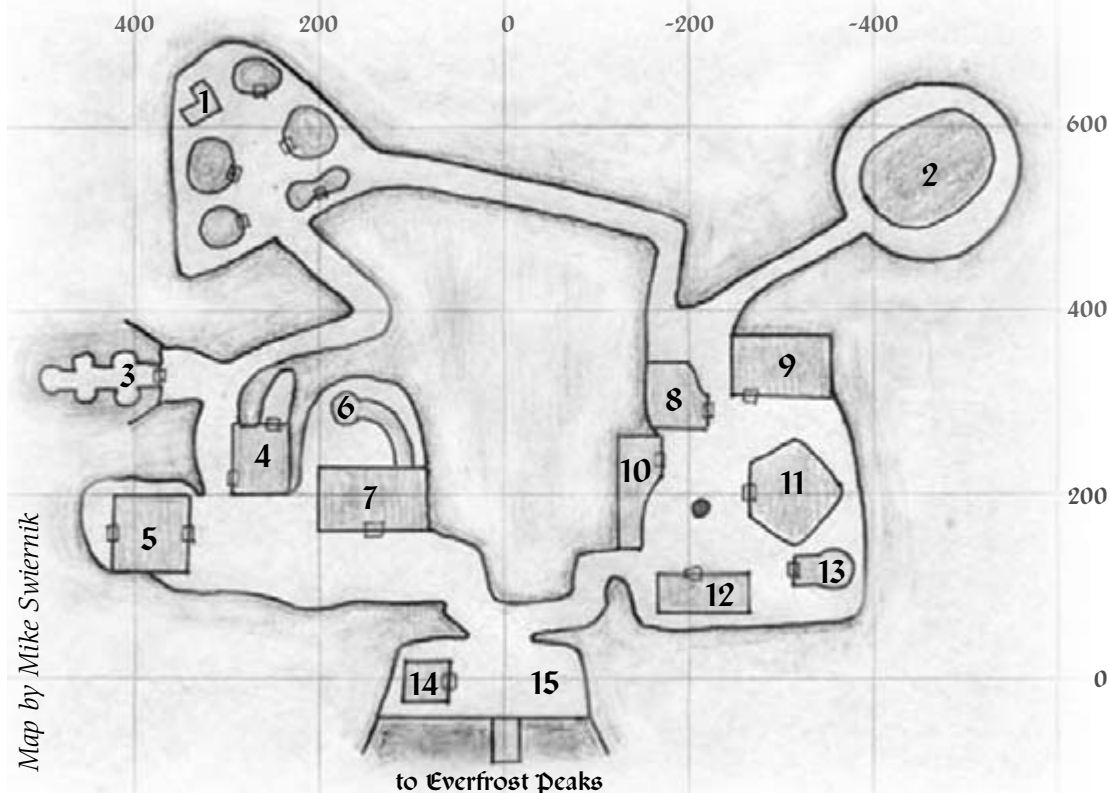
"Hail, lassies," McQuaid asked Salona and Drasa as they stepped into the Bar and Stout. "What can I get for you?"

"Something strong to drown the bad taste of a disappointing day," Salona replied as they both slipped onto a barstool.

McQuaid turned to pull a draught of his strongest grog as an older man sat next to Salona. "You know, the Warrior's Guild is always on the lookout for people strong like you. Perhaps direction is all you need. Speak with Lysbith McNaff. She'll send you after a worthy goal."

"And, after you've found what McNaff wants," McQuaid laughed, "you can drag your beaten body over to Waltor Felligan's for healing. He'll fix you up in return for a favor."

Halas



1. **Cold Den Quarters / Dog Pens**
2. **Pit of Doom / Warrior Guild** – weapons
3. **Church of the Tribunal / Shaman Guild** – alchemy items
4. **Dok's Cigars** – food, pottery equipment
5. **The Golden Torc** (pottery wheel inside, kiln out back) – steel and iron torques
6. **Cappi's Rose Garden / Rogue's Guild**
7. **Cappi's Coffers / Bank** (Priest of Discord outside)
[merchants] – parrying daggers, throwing weapons, food items
[Rogue trainers]
8. **Mac's Kilts** – large cloth armor, leather armor, small sewing kits, patterns
9. **McDaniels Smokes and Spirits** (oven outside)
[inside] – alcohol, smithing equipment
[outside] – food items
10. **McDonald's Fire Cider** – food items, alcohol, pottery and brewing supplies
11. **McPherson's Bloody Blades** (two forges outside) – large chain armor, plate armor, bows, arrows, fletching supplies
12. **McQuaid's Dark Stout** (brew barrel) – alcohol
13. **Yee Majik** – blunt weapons, medicine bags
14. **The Bound Mermaid** – fishing supplies
15. **Providers Post** – food, cooking equipment, pottery patterns



Everfrost Newbie Zone

Personalities

Arnish McLish	Granin O'Gill	Redwind	Tanosh
Bandl McMarrin	Iceberg	Ristia	Tarquin
Bonn McMarrin	Karg IceBear	Seria O'Danos	Tartain
Bryndin McMill	Lich of Miragul	Snowflake	Tasvan
Dansie McVicker	Lish McMarrin	Starn Bearjumper	Tinish
Dark Assassin	Martar IceBear	Sulgar	Trankia
Dom McMarrin	Megan O'Reilly	Sulon McMoor	Tundra Jack
Garn McMarrin	Miragul	Talin O'Donal	

Others

decaying skeleton	ice goblin caster	polar bear cub	vengeful lyricist
giant wooly spider	ice goblin diver	scrawny gnoll guard	vengeful soloist
glacier bear	ice goblin scout	skeleton	white wolf
gnoll guard	ice goblin whelp	snow leopard	wooly mammoth
gnoll pup	icy orc	snow orc Shaman	wooly mammoth calf
goblin diver	large wooly spider	snow orc trooper	wooly spiderling
ice boned skeleton	orcish mountaineer	snow wolf	
ice giant	polar bear	vengeful composer	

Blackburrow Newbie Zone

Personalities

Lord Elgnub	Master Brewer	Tranixx Darkpaw
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Gnolls

gnoll brewer, commander, guardsman, high Shaman, pup, scout, Shaman
 burly gnoll, elite gnoll guard, patrolling gnoll, scrawny gnoll

Others

brown bear	giant snake	razorgill
giant plague rat	grizzly bear	

Look for Tundra Jack & Iceberg in Halas

Oh aye, I believe you when you say it was a big bear. The white bears are the biggest of their kind, and I've seen 'em rear up to a height that would put them a head or more above a Barbarian. And when one o' them is achasin' you acrost the floes, why then they look a great deal bigger yet. I speak from experience.

All I'm sayin' is that however big your bear was, it wasn't the biggest ice-bear ever. No, friend, that honor is held by Iceberg, the pet and companion to Tundra Jack. Yep, I said pet. Iceberg is as friendly as a speckled puppy to those ol' Jack takes kindly to. Those he don't take kindly to ... well, they don't hang around too long.

Iceberg is three times the weight of any bear ever whelped, they say. I myself have seen him rear up to more'n twice the height of Tundra Jack himself, and Jack's a big man even among the Barbarian folk.





Tundra Jack? Ah, now there's a man. He prospects for metal, as his parents did before him. They died on the ice when he was just a lad, and he raised himself. 'Twas then he found and saved a wee bear cub, an orphan like himself. That was Iceberg. They grew up together, tall and fierce like the mountains that bore them.

That Jack's as good a smith as you'll find anywhere, but he won't tie himself down to a forge. He and Iceberg wander the hills, searchin' for metal. Tundra Jack carries a pickaxe in each hand, for minin'

or fightin' as the situation demands. Woe betide the creature who earns his ill will. He's a good man though, Jack, and he often helps out those in need of it.

If you ever meet Jack and Iceberg, it will go well for you if you have a bit of Lion Delight on your person. That's the favorite treat of Iceberg's, and he'll be your friend for life if you share it with him.



Neriak

The Dark Elves carved out an extensive area for themselves, invisible to the prying eyes of outsiders. One enters Neriak from Nektulos Forest, through the first zone of the city, which is known as the Foreign Quarter. Few but the Dark Elves continue through this zone to the next, known as Neriak Commons. The single entrance to the final zone, the Third Gate, lies at the far side of the Commons.

Neriak is a sizable city, offering its residents not only the basic necessities of life, but also goods of a higher order, such as wines, fine plate armor, and magical supplies of all kinds. The mansions of the Third Gate are reputed to be quite fine, indeed.

Such wealth is of course not immediately available to all, and newbies are advised to seek their fame and fortune (or at least earn bed and board) in the Nektulos Forest newbie zone near the entrance of the city.



"You are new here," the wine steward said as he looked down his nose at Krasath, a Dark Elf Necromancer, and her Dark Elf Warrior companion, Kr'santh.

"Perhaps we are," Kr'santh said indignantly.

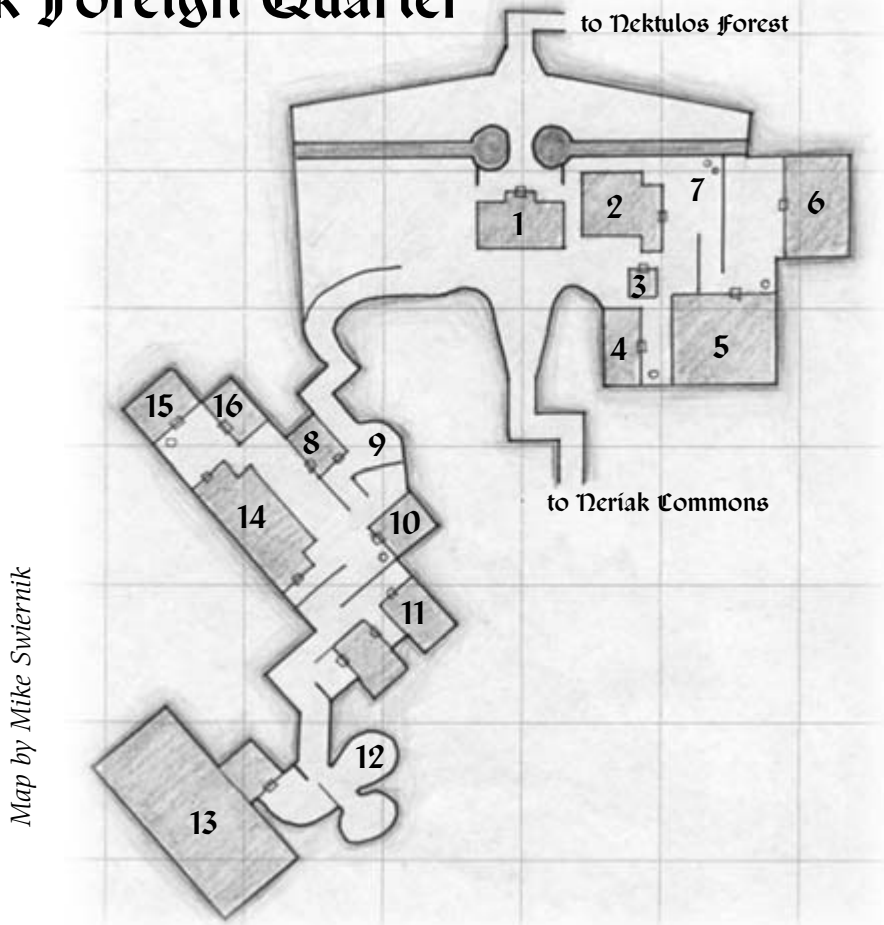
"Well, I'm sure you won't be able to afford anything here," the steward said and turned to his next customer.

A tall, wiry Warrior stepped between Kr'santh and the retreating steward. "I can tell by your pride that you are a Warrior. If you seek the gold to pay for The Rack's wines, seek out Trizam N'Tan at the Cauldron of Hate."

"But, I am no Warrior," Krasath said. "I study the dark arts."

"Ah," the older Warrior said, "then it is to The Dead that you should go. An old friend is seeking assistance. His name is Noxhil V'Sek."

Neríak Foreign Quarter

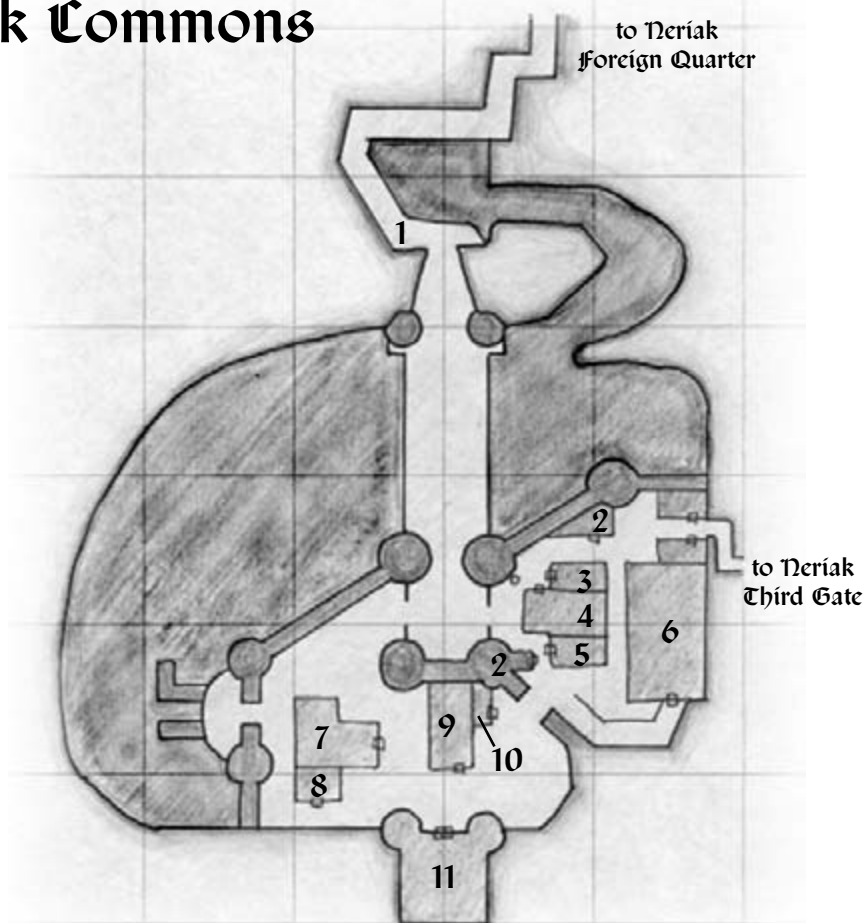


Map by Mike Swiernik

1. **Hall of the Fallen**
2. **The Smuggler's Inn** – alcohol, brewing and pottery supplies, food items, other goods
3. **Silk Underground** – cloth armor, sewing kits
4. **Drana's Bread and Butcher** (oven outside) – food items, cooking supplies
5. **Slug's Tavern** (brew barrel outside) – alcohol
6. **Market View** – alcohol, brewing and pottery supplies, food items, other goods
7. **Cobbler Farlain** (kiln and pottery wheel) – shoes, bags
8. **Mrak's House**
9. **Ungia and Putad** – blacksmithing books, file molds, other molds
10. **Hard Shell / Armor Shop** (forge outside) – large ringmail armor
11. **Pig Stickers** – weapons
12. **Restin' Caves**
13. **Hold of the Brutes**
14. **Bull's Pit - Arena / PvP Area**
15. **Bites n' Pieces** (oven outside) – food items, other goods
16. **Shinnie Tings** – metal for jewelcraft

Neriak Commons

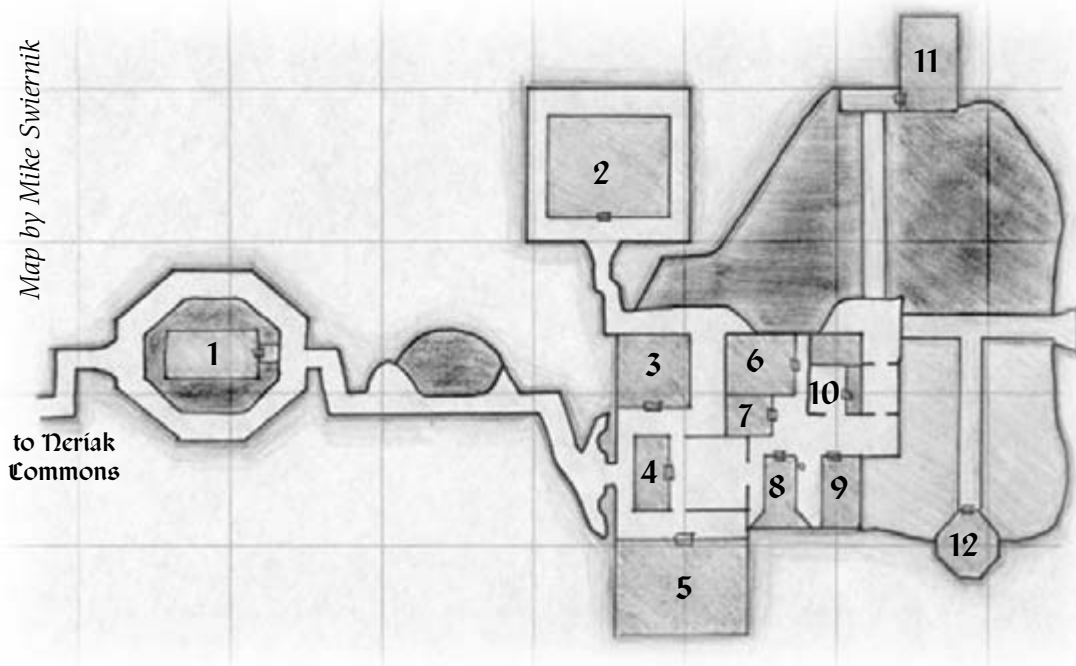
Map by Mike Swiernik



1. **Priest of Discord**
2. **Neriak Down Under** [entrance]
[The Burnished Coin / Bank, The Refined
Palate, The Bounty of the Earth, The Blind
Fish] (brew barrel and oven) – *sharpening
stones, clay, ore, alcohol, food items, books,
cooking supplies, potions, lightstones*
3. **The Forge of the Blue Film / Smithy** –
ringmail armor, weapons
4. **Adamant Armor** – *plate armor*
5. **Forge House** – *alcohol*
6. **Tower of the Spurned / Wizard,
Magician, and Enchanter Guild Hall** –
items for those classes
7. **Toadstool** – *alcohol, small armor molds
[outside] – fishing supplies*
8. **The Bleek Fletcher** – *fletching kits and supplies*
9. **The House of D'Abth** – *food items, other goods*
10. **The Dashing Form** – *cloth armor and sewing
kits*
11. **The Cauldron of Hate / Warrior Guild**

Neríak Thírd Gate

Map by Mike Swiernik



1. **Spires of Innoruuk / Cleric Guild** – blunt weapons
2. **Lodge of the Dead / Necromancer and Shadow Knight Guild** – appropriate equipment for these classes
3. **The Library of K'Lorn** – Wizard portal spells, Enchanter vision and enchant metal spells, Magician summon spells, other spells
4. **Furrier Royale** – small leather armor, patterns and kit
5. **Hall of the Ebon Mask / Rogue Guild Hall**
6. **The Maiden's Fancy** (brew barrel inside)– alcohol
[Dark Elf Ambassador]
7. **The Bauble** – gems for jewelcraft
8. **Cuisine Excelsior** – alcohol
9. **The Rack** – wine
10. **The Villa Tragic / Vacant Mansion**
11. **X'Lottl Private Mansion**
12. **J'Narus Private Mansion**

Nektulos Forest Newbie Zone

Personalities

Bink	Gollee	Initiate Pool	Quester Hannin
Cannix	Guard E'Brona	Initiate Rambel	Rauner
Captain N'Farre	Guard E'tru	Initiate Umbra	Rollis
Corporal D'Abth	Guard F'Losta	Jossle	Sergeant C'Orm
Corporal J'Rais	Guard N'Lan	Klimmer	Sergeant J'Narus
Corporal X'Horn	Guard T'Aba	Leatherfoot Deputy	Snitch
Corporal X'Tis	Guard T'Quetal	Leatherfoot Medic	Travis Two Tone
Dragoon J'len	Guard V'Lex	Mardoona	
Dragoon T'Sanne	Guard X'Onnu	Master Whoopal	
Dragoon V'tai	Hamer	Neophyte Edel	
Dragoon X'Lottl	Himmel	Neophyte Halle	
Foley	Initiate Abber	Neophyte Hazel	
Forley	Initiate Guanin	Quester Dunden	
Gammer	Initiate Hart	Quester Hannil	

Others

bixie	iron guardian	shadow wolf	will o' wisp
black bear	large piranha	shadowed man	young kodiak
black wolf	large spider	skeleton	zombie
darkwater piranha	lesser mummy	spiderling	
decaying skeleton	moss snake	stone guardian	
fire beetle	orc runner	tree snake	



Look for Belyea Kjartan in Neriak

Allow me to introduce myself, most gracious lord. I am Belyea Kjartan, proprietor of the Maiden's Fancy, a gentleman's establishment within the Third Gate of Neriak. Perhaps you've heard of it? ... My lord is too kind.

Yes, in my youth I toiled at The Rack, as a barkeep. But I aspired to more gracious surroundings. When Lord U'Dedne so tragically vanished, I was able to muster the resources sufficient to purchase the Maiden's Fancy from his estate. My goal from the very start was to make it a place where no gentleman, no matter how refined or exalted, need ever scorn to show his face.

Our chief attraction to the gentry, I believe, must surely be our entertainment, which is quite without equal in all of

Norrath. Our dancers, lord, are justly famed far and wide. There is Spice, the terpsichorean Ogre, undisputed star of our stage. Ah lord, you have not lived until you have experienced the earth-shattering majesty of her dance. On the other hand, there is also the exquisite Lady Mare X'Lottl, the daughter of one of the most noble houses in the city. A true artist, Lady Mare could not bear to confine her pursuits to the private suites of her class, and so she graciously displays them to the very select clientele of my humble establishment. There are many more artists of wondrously varied talents, both slave and free.



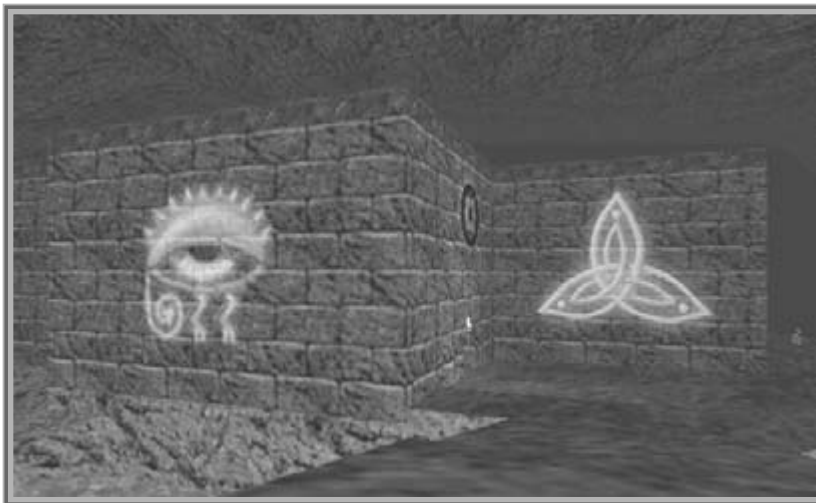
Cities of Antonica: Neriak

The libations are also of the very finest grade, though it may be immodest for me to say it. I have recently concluded a most discreet agreement which allows me to be the sole vendor in Neriak of the mysterious brews of Cabilis. In addition, we have a most excellent cellar, and I am particularly proud of our selection of fish wine, which as you can see is my own preferred tippie, and regarding which I fancy myself a bit of an authority.

And, of course, many among the gentry come simply for the company of their peers, and also for the news and rumor which might be circulating among that set. It is a foolish man, they say, who

dives in without testing the waters. In the Maiden's Fancy the waters of politics can be tested in the utmost comfort and security. Ah, my lord, the things I hear, the things I know. But of course my lips must remain forever sealed. The privacy and discretion of my clientele is ever my paramount concern.

Of course my lord, good evening to yourself as well. I trust you will soon grace our establishment with your august presence.





Grasog and Oc stood over their mutual lizard man kill in the Feerrott Marsh. Grasog said, "Me gets meat for Soonog in Greenblood Guild Hall."

"Me gets tail for Horgus," Oc the Ogre warrior said.

The Ogres nearby looked confused. Grasog and Oc just grinned at each other and walked off to their next kill.

Oggok

Oggok, home city of the Ogre race, is located in central southern Antonica. At first glance, it may not appear much, but a substantial portion of the city is hidden in underground tunnels. City merchants stock almost everything the inhabitants and the occasional traveler might require, including food, various types of armor and weapons, and alchemy supplies.

Newbies can rustle up a living in the Feerrott to the south of town, at relatively little risk to life and limb. As swamps go, this one's not so bad ...

The Feerrott Newbie Zone

Personalities

Bouncer Flerb	Dark Assassin	Innkeep Morpa
Bouncer Fug	Drizda Tunesinger	Mugu
Bouncer Hurd	Duga	Murg
Bouncer Prud	Fugla	Murga
Bup	Grak	Roror
Cyndreela	Innkeep Gub	

Lizard Men

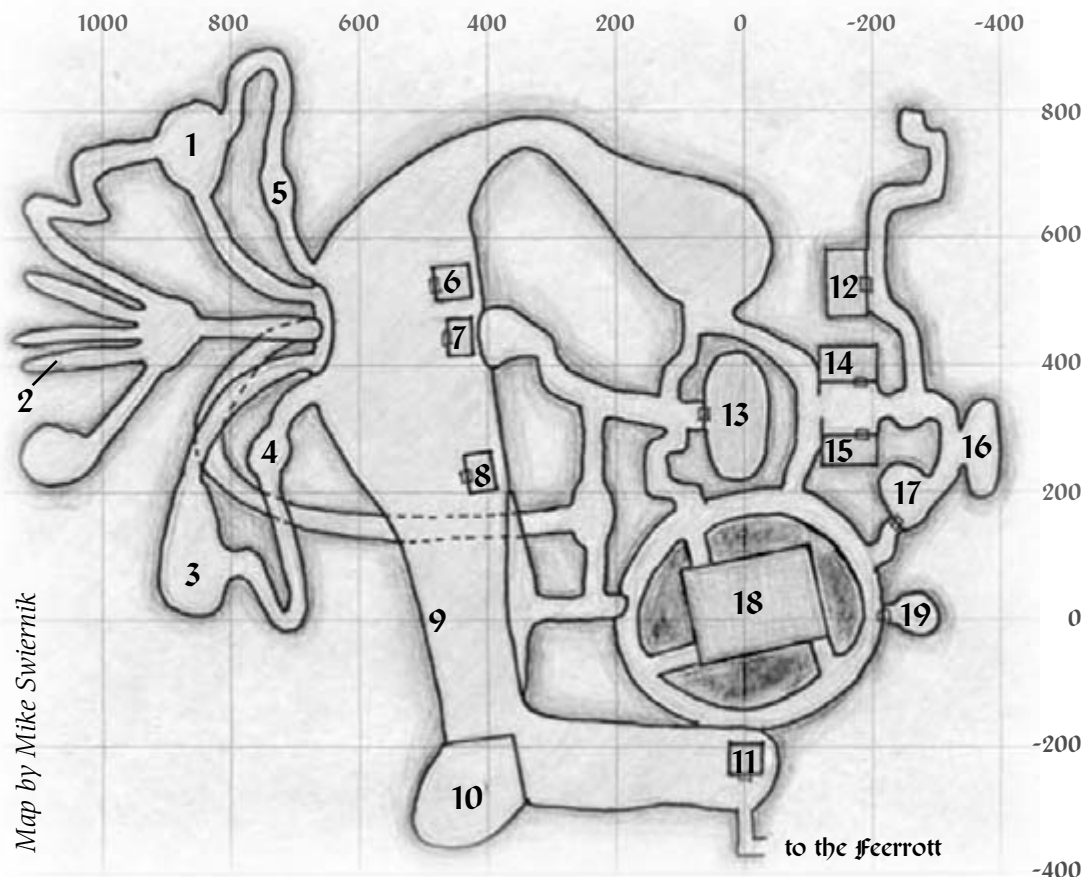
lizard man broodling, Warrior, forager, mystic, scout, watcher

Others

bat	green snake	lesser scarab	swamp alligator
black wolf	hatchling	minor scarab	tree snake
decaying skeleton	infected rat	shadow wolf	zombie
dry bones skeleton	jungle spider	skeleton	
Froglok tad	jungle spiderling	snake	
giant bat	large piranha	spectre	

Cities of Antonica: Oggok

Oggok



1. **Greenblood Rock / Shaman Guild**
2. **Living Quarters**
3. **Merchant Brana** – blunt weapons
4. **Merchant Sinsaal** (pottery wheel and kiln) – food
5. **Merchant Uoola** – boots
6. **Gropp's Guards** – shields
7. **Cikoon's Hack, Bash n' Jab** – weapons
8. **Boxtripper's** – boxes
9. **Priest of Discord**
10. **Citadel of Praak** – arrows, fletching supplies
11. **The Welcome Matt** – food, other goods
12. **The Ded End** (oven) – food
13. **Murdunk's Palace / Shadow Knight Guild** – weapons
14. **Lether Armer** – leather armor, cloth armor
15. **Metil Armer** (forge) – chain armor, plate armor
16. **The Humidor** – alchemy items, blunt weapons
17. **Death's Rain / Clurg's** (brew barrel) – food, alcohol
18. **Fortress Craknek / Warrior Guild**
19. **Oggok's Keep / Bank**

Look for Uoola in Oggok

Dem little folk, dey think dat all Ogres do is break head. Hah! Uoola can break a little head all right, if head need breakin', but mostly Uoola she make de shoes.

Dat right, I make de shoes. What, you tink Ogre grow shoes on feet? You tink de Humans or de Elves come to Oggok wit' a big bag o' shoes an say, "Here you are, nice Ogres, we make pretty shoes for you?" You tink maybe Ogres steal de shoes from de Humans or de liddle Halflings? I wear Halfling shoe on my liddle toe maybe.

Nah, I make de shoes. I make de best shoes in Oggok. I live here all my life, and de Ogres know. Dey say, "You wanna good shoe? You better go see dat Uoola."

Marda, she dat boss o' de Greenblood Shaman? Yeah, dat Marda. I make her shoes. She send her menfolk to me, she say, "You dumb Ogre, you go to dat Uoola, you tell her make me shoes. I don't wanna wear no crappy shoe dat Uoola not make."

Dat Marda, she one beautiful Ogre. She got de prettiest teef. If I look like Marda, I have me a whole pack o' menfolk. Deyd all follow me around, do just what I say you bet!

But Uoola ain't no ugly old maid. Nuh-uh. Don't let me hear you tellin' nobody dat Uoola too mean an' ugly to get a man. I



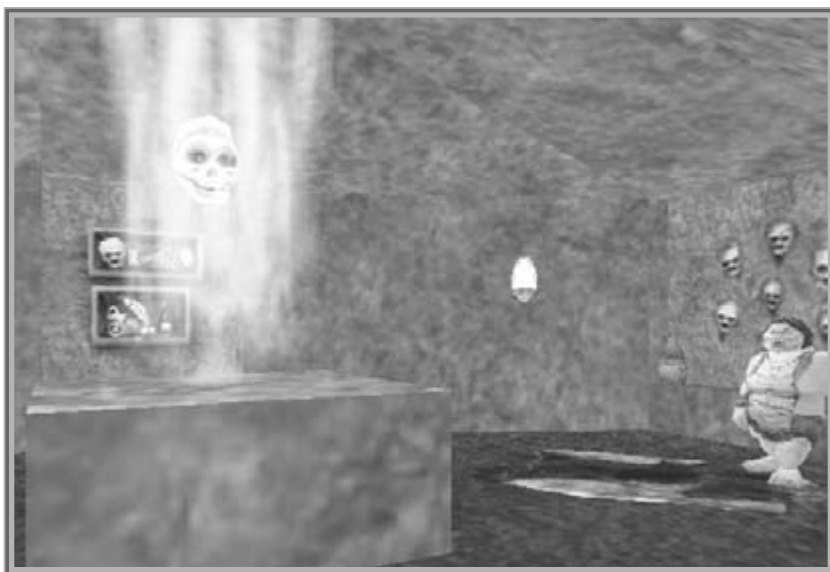
Cities of Antonica: Oggok

gonna marry soon. You bet, I gonna get me a Bouncer. Dats right, gonna marry me a Bouncer, one a' dem dat guards the gate. Don't nobody talk back to a Bouncer. I already an Ogre of position in dis city, I need a husband dat folk can respect!

You know who I gonna get? C'mere, I whisper it to you. Nah, c'mere, I ain't gonna bite you ear. OK. I'm gonna get me dat Bouncer Raan. Yeah, I got my eye on dat one, you bet. Hah, he one big, fine

Bouncer, dat Raan. Me an' him gonna make plenty big strong Ogre cubs, you bet. Den everybody see me comin', dey steps aside. Dey say, "Here come de lady Uoola. Yeah, she got important man. She got lotsa strong cubs, and she make de best dam shoe in all Oggok. She plenty important Ogre." Dat what de gonna say, just you watch 'em.

~~~~~



**"R**ats and bats and snakes!" the young warrior said to the evening gate guard. "The merchants hardly pay anything for what I gather."

"Experienced in killing rats, are you?" the guard asked. "Sneed Galliway's having a big rat problem. Help him and he might consent to pay you more."

The swordsman rolled his eyes. "And, after I kill one more rat?"

The guard grinned at the young man's ambition. "After that, go see Brin Stolunger. He hangs around the Arena. He might know of a way to make bat wings and snake scales useful."

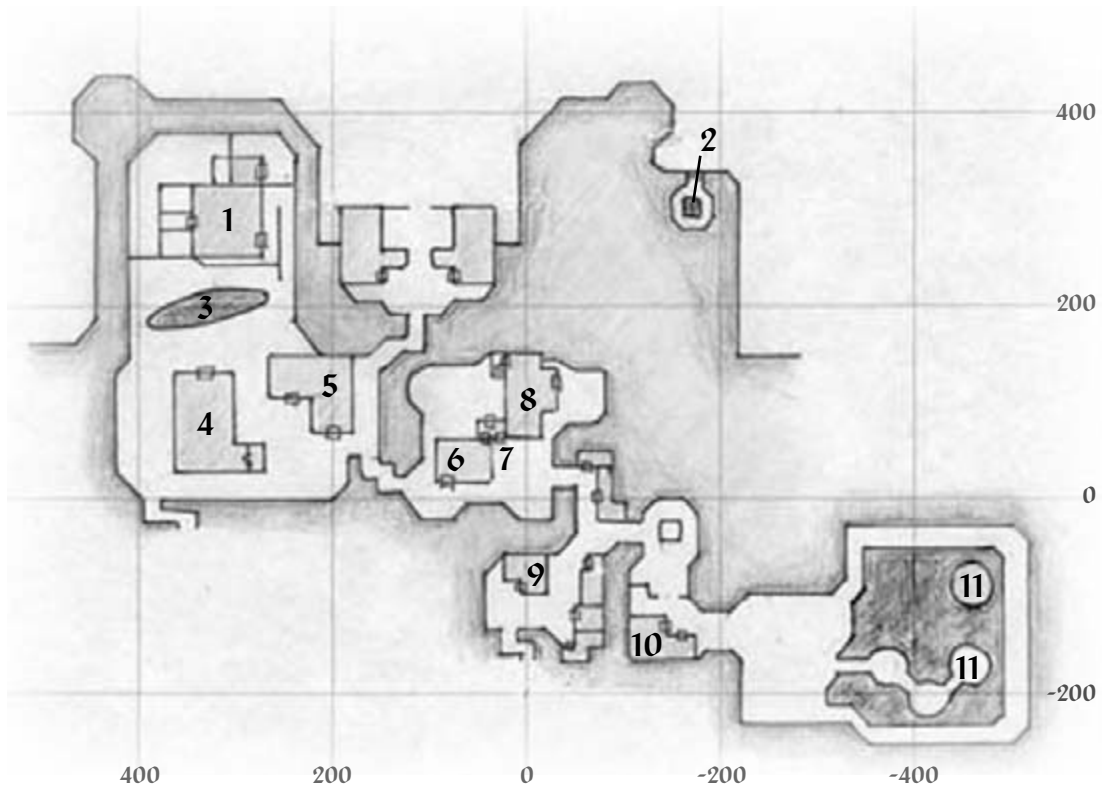
## Qeynos

Ah, the bustling city of Qeynos — home to Humans and Half Elves, and waystation for travelers of Norrath. Qeynos is divided into two zones, North and South. Most merchants have set up shop in South Qeynos, and boats leave from the docks to the west of this zone.

A larger than average number of Qeynosians are young and upwardly mobile, and newbies will find abundant resources in the Newbie Zones of Qeynos Hills and the Plains of Karana surrounding the city.



## North Qeynos



1. **Order of the Silent Fist / Monk Guild** – monk weapons, bags, bandages
2. **Klicnik Tunnel** [leads to Qeynos Catacombs]
3. **Reflecting Pond** [tunnel leads to Qeynos Catacombs]
4. **Crow's Pub & Casino** (brew barrel) – alcohol [secret tunnel to Thieves Guild]
5. **Sneed Gallaway's Trading Post** – food, other goods
6. **Ironforge's** – sharp weapons, medicine bags
7. **Jewelbox** – supplies, metals, gems for jewelcraft
8. **Ironforges' Estate**
9. **The Cobbler** – boots
10. **Temple of Life Repository** – blunt weapons, Cleric/Paladin spells
11. **Teleport to Temple of Life** [Cleric and Paladin trainers]

## South Qeynos

1. **Tin Soldier** (forge outside) — *medium chain armor*
2. **The Wind Spirit's Song / Bard Guild Hall** — *Bard songs, weapons*
3. **Fhara's Leather & Thread** — *medium leather armor, small sewing kit and patterns*
4. **Bag n' Barrel** (pottery wheel and kiln out back) — *bags*
5. **Nesiff's Wooden Weapons**  
[inside] — *blunt weapons*  
[outside] — *arrows, arrow supplies*
6. **Lion's Mane Inn** (brew barrel) — *alcohol*
7. **Tax Hall**
8. **Qeynos Hold / Bank**
9. **South Pond and Aqueduct / Underwater Tunnel to Qeynos Catacombs**
10. **The Herb Jar** — *spells, potions, books, lightstones, Magician equipment*
11. **Hall of Sorcery / Wizard, Enchanter, Magician Guild Hall** — *spells, wizard equipment [Trainers]*
12. **Tent merchants** — *small leather armor, ringmail armor, medium cloth armor*
13. **Fireprides** — *medium plate armor, chain and leather armor, shields*
14. **Tent merchant** (forge outside) — *large leather armor, ringmail armor, large shields*
15. **The North Dock / Boat Dock**
16. **Mermaid's Lure** — *fishing supplies*
17. **Arena Marketplace**  
[tent merchants] — *cloth armor, small sewing kits, bags, axes, sharp weapons, including claymore*
18. **Ground's of Fate / PvP Area** [Underground tunnel leads to Qeynos Catacombs. Follow the bones]
19. **Hall of Steel / Warrior's Guild**
20. **Ocean Inlet / Underwater Tunnel to Qeynos Catacombs**
21. **Qeynos Port Authority**
22. **Fish Market** — *fish, instrument parts, spells, compasses*
23. **Voleen's Fine Baked Goods** (oven inside) — *food, brewing supplies, cooking supplies*
24. **Fish's Ale** (brew barrel inside) — *alcohol*
25. **Temple of Thunder** — *spells, weapons, shields of all sizes [Paladin and Cleric trainers]*

**R**enara had tried many ways to find her guild in Qeynos, and to find the temple of Bertoxulous where she could pay tribute to her god.

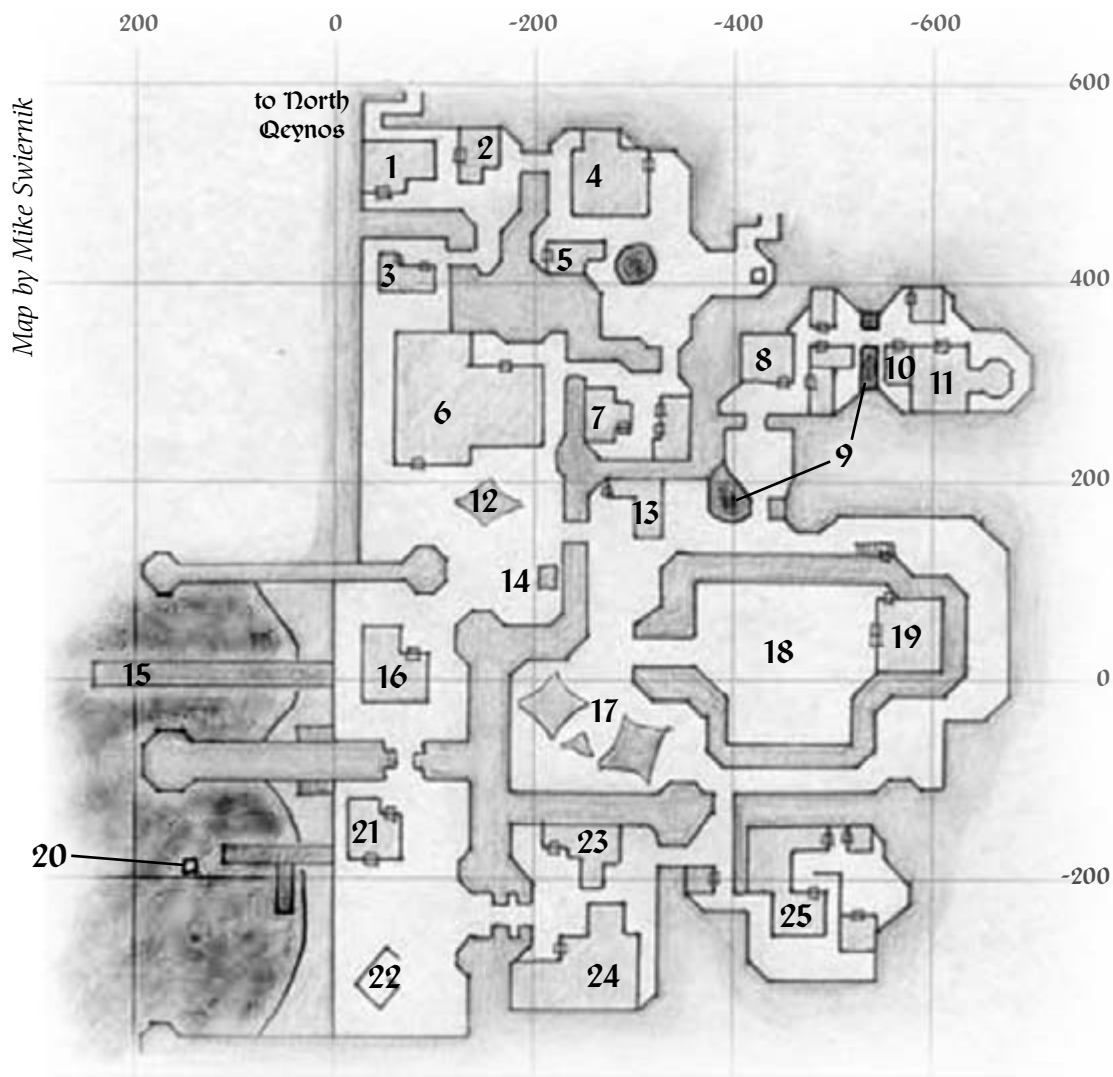
Unfortunately, many of the directions she had been given up until now were wrong. It was always difficult for Renara to trust anyone, but she was desperate. She finally ran into a caster called Grein who was willing to help her.

He cast a spell on her. "That should make it so you can breathe underwater." Then, he jumped from a nearby bridge into the water. "Follow me," he said with a grin.

Renara looked into the water. There were others down there!



# Cities of Antonica: Qeynos





## Western Plains of Karana Newbie Zone

### Personalities

|                                  |                         |                    |                 |
|----------------------------------|-------------------------|--------------------|-----------------|
| Alysa                            | Einhorst McMannus       | Lander Billkin     | Quegin Hadder   |
| Analya                           | Froon                   | Lars McMannus      | Rongol          |
| Anderia                          | Frostbite               | Lempeck Hargrin    | Ronly Jogmill   |
| Basil                            | Furball Miller          | Linaya Sowlin      | Sera McMannus   |
| Brenzl McMannus                  | Gindlin Toxfodder       | Maldin the Old     | Silna Weaver    |
| Brothers Chintle, Estle, Trintle | Gomo Limerin            | Minda              | Spinner         |
| Caninel                          | Grebin Sneztog guards   | Minya Coldtoes     | Tarnar          |
| Carlan the Young                 | Habastash Gikin         | Misla McMannus     | Tiny Miller     |
| Chief Goonda                     | Henina Miller           | Mistrana Two Notes | Tolony Marle    |
| Choon                            | Innkeeps Danin, Rislarn | Misty Storyswapper | Tukk            |
| Chrislin Baker                   | Junth McMannus          | Nachh              | Tyzer           |
| Cleet Miller, Cleet Miller Jr    | Kobot Dellin            | Ollysa Bladefinder | Ulrich McMannus |
| Draze Slashyn                    | Kyle Rinlin             | Paglan             | Vanikk          |
|                                  |                         | Parcil Vinder      | Yiz Pon         |

### Others

|             |                        |                                          |                      |
|-------------|------------------------|------------------------------------------|----------------------|
| bandit      | ghoul, ghoul messenger | ogre guard, priestess, Shaman, Shamaness | Troll basher, runner |
| black wolf  | giant beetle           | scarecrow                                | werewolf             |
| brigand     | giant spider           | shadow wolf                              | willowisp            |
| brown bear  | grizzly bear           | skeleton                                 | young lion, lioness  |
| cyclops     | hill giant             | Splitpaw assassin                        | zombie               |
| farmer      | lion, lioness          | treant                                   |                      |
| fire beetle | mist wolf              |                                          |                      |

## Northern Plains of Karana Newbie Zone

### Personalities

|                     |                  |                       |                      |
|---------------------|------------------|-----------------------|----------------------|
| Ashenpaw            | Capt Linarius    | Innkeeps Disda, James | Roule                |
| Barkeeps Jeny, Milo | Cordelia Minster | Korvik the Cursed     | Shiel Glimmerspindle |
| Bilbis Briar        | Cory Bumbleye    | Lieutenant Midraim    | Swiftclaw            |
| Briana Treewhisper  | Ezmirella        | Mrysila               | Tak Whistler         |
| Bristletoe          | Fixxin Followig  | Nul Aleswiller        | Timbur the Tiny      |
| Brother Nallin      | GrimFeather      | Regis the Reverent    | Watchman Dexlin      |
| Bunu Stoutheart     | Grimtooth        | Romella               | Xanuusus             |
| Callowwing          | guards           | Romi                  | Zahal the Vile       |

### Others

|              |                              |                 |                         |
|--------------|------------------------------|-----------------|-------------------------|
| borer beetle | griffawn, griffenne, griffon | pincer beetle   | skeleton, tiny skeleton |
| Druid        | grizzly bear                 | raider          | treant                  |
| farmer       | hill giant                   | scythe beetle   | willowisp               |
| ghoul        | lion, lioness, highland lion | silvermist wolf | zombie                  |

## Southern Plains of Karana Newbie Zone

### Personalities

|                       |                     |                         |                  |
|-----------------------|---------------------|-------------------------|------------------|
| Brothers Drash, Qwinn | High Shaman Phido   | Narra Tanith            | Tigia            |
| Coloth Meadowgreen    | Jale Phlintoes      | Quillmane               | Topaz            |
| Cracktusk             | Knari Morawk        | Sentry Alechin          | treant           |
| Ghanex Drah           | Krak Windchaser     | Shakrn Meadowgreen      | Trumpy           |
| Gnashmaw              | Kroldir Thunderhoof | Shamans Lenrel, Ren'Rex | Turnin           |
| Gnawfang              | Lady Arlena         | Synger Foxfyre          | Ulan Meadowgreen |
| Grizzleknott          | Lord Grimrot        | Tarn                    | Vhalen Nostrolo  |
| Groi Gutblade         | Marik Clubthorn     | Tash                    |                  |
| High Shaman Grisok    | Mroon               | Tesch Mas Gnoll         |                  |

## Qeynos Hills Newbie Zone

### Personalities

|                 |                   |                    |                 |
|-----------------|-------------------|--------------------|-----------------|
| Axe Broadsmith  | Gornolin          | Marton Sayer       | Scruffy         |
| Baobob Miller   | guards            | Mira Sayer         | Sir Edwin Motte |
| Barn Bloodstone | Hadden            | Misty Storyswapper | Talym Shoontar  |
| Buzzlin Bornahm | Hefax Tinmar      | Mogan Delfin       | Tol Nicelot     |
| Chanda Miller   | Hilda WildRunner  | Neclo Rheslar      | Tovax Vmar      |
| Colyn IronBark  | Holly Windstalker | Niclaus Ressinn    | Varsoon         |
| Cros Treewind   | Isabella Cellus   | Pinata             | Wyle Bimlin     |
| Crumpy Irontoe  | Konem Matse       | Pyzjn              |                 |
| Gnasher Furgutt | Lars McMannus     | Rephas             |                 |

### Gnolls

gnoll hunter, pup, scout, watcher

### Others

|              |                 |                                       |                             |
|--------------|-----------------|---------------------------------------|-----------------------------|
| bat          | giant rat       | large snake                           | skeleton, decaying, putrid, |
| brown bear   | gray, grey wolf | mangy rat                             | strange, warbone            |
| dread corpse | grizzly bear    | piranha                               | snake                       |
| fire beetle  | large bat       | rabid grizzly, wolf                   | willowisp                   |
| fish         | large rat       | skeletal messenger, Monk,<br>spearman |                             |

## Look for Nerissa Clothspinner in Qeynos

The young girl looked startled. That was the first thing the Warrior, Keriq, noticed about her: simply walking down the street, with nothing unusual in the vicinity, she wore a fixed expression of surprise. Perhaps, thought the Warrior, she was new to Qeynos and had gotten lost. He himself had been lost for days when he first arrived. He determined to offer his advice and help. Briefly he hoped that back in those early days, his expression had not mirrored hers.

"Pardon me," he said, stepping in front of her. "May I assist you to your destination?"

He winced inwardly. That hardly sounded suave. He tried again.

"I mean, are you lost? Perhaps I can show you where to ... rather ... I've been around ... um, are you lost?"

The dark-haired girl glanced at him suspiciously. Yes, he was pretty sure that was a suspicious look. "I'm not lost. I'm going to services at the Temple of Light. It's just over there." She stepped around him, now looking positively apprehensive.

"You're a local?" Keriq blurted out in astonishment. She was very ... skittery ... for someone native to Qeynos. Mostly, he found the natives to be as hard-boiled as lava stones.

"A local what?" She turned around and looked at him with a distressed look. It carried such a certainty of impending doom that he actually glanced up to see if the sky was going to fall.



## Cities of Antonica: Qeynos

"... a local, you know ... a local girl."

Keriq suspected that he now looked equally as startled as she.

She thought about it. "Well, in a way. Yes, I could be a local girl. Because, you see, I've been here as long as I can remember. My parents moved to Qeynos when I was very little, but they didn't survive the trip. They were killed by bears before they got here. My sister brought me the rest of the way. She's a Warrior, like you. She belongs to the Steel Warriors, and went adventuring a while ago. A long while ago. I haven't seen her since." She glanced around surreptitiously. "She told Kane Bale to watch after me, but mostly he's busy with commanding the guards and all. I wish he'd send someone to go look for her. I'm sure she'd have come back by now if she hadn't found trouble. But I

think he's having trouble with some of his men. I don't like them."

Twisting her fingers together nervously, the young woman turned back to go to the Temple.

"Wait!" Keriq said, hearing the ringing call of adventure. "Perhaps I could find your sister. I can help you, if you let me. I mean, you haven't even told me your name ... mine's Keriq."

"I'm Nerissa Clothspinner," she said, then suddenly gasped and put her hand to her lips. A second later, she'd dashed into the Temple and closed the door behind her.

Very skittery, he thought, but very pretty in a helpless kind of way.

# Rivervale

The pleasant tunnel town of Rivervale lies almost at the exact heart of Antonica. It isn't a large town, but it has everything its resident Halflings need to live prosperous lives. Most of the merchants and shops are clustered near the more highly traveled entrance from the Misty Thicket, while more specialized establishments are generally located at the end of branching tunnels.

Newbie adventurers might try cutting their teeth exploring the Misty Thicket Newbie Zone just outside of town.



Ull strummed his lute and sang the story of Greenley, the man who could not believe that he could profit so much in one day!

"Greenley's knowledge and wisdom ha' been blessed by Reebo Leafsway, guildmaster of Druids; while Greenley's pouch bulged from the reward of hard work, well done!"

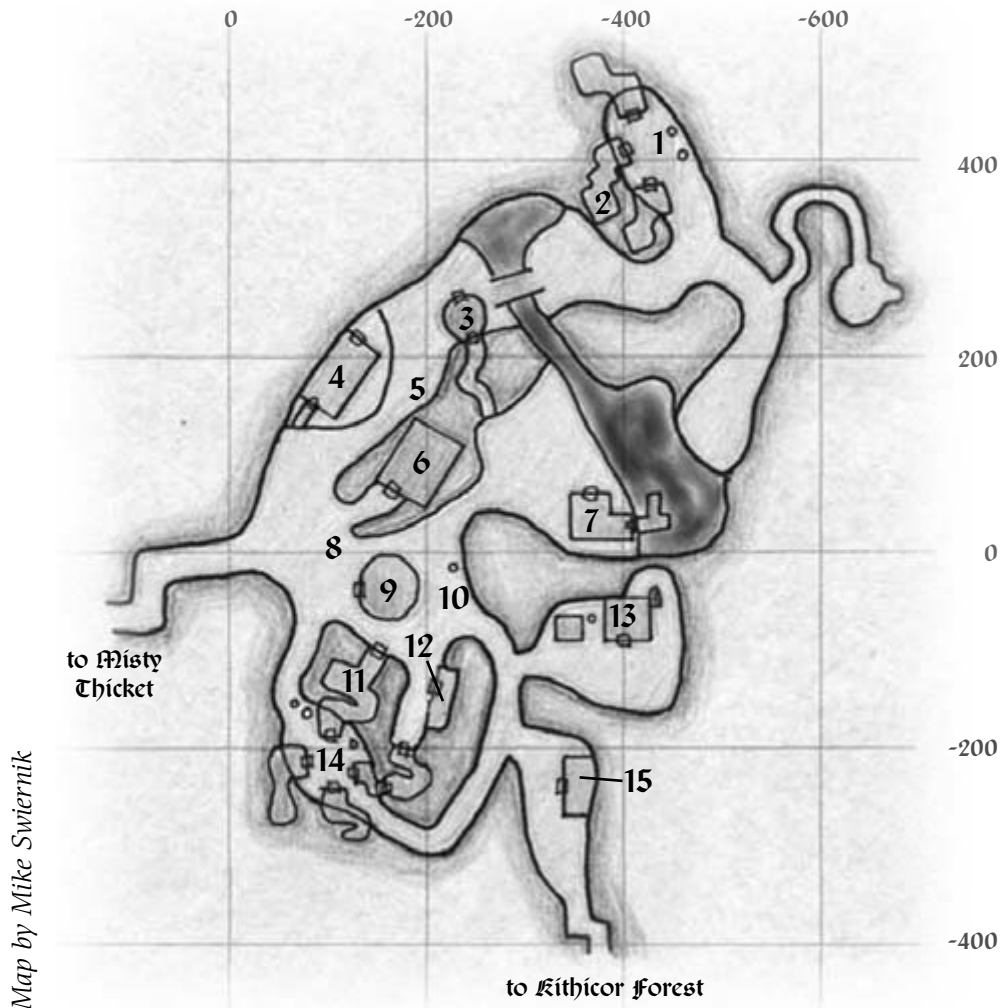
Elleanne nudged her friend. "Do you think there really is a Reebo Leafsway?"

"Of course not," her friend Dilling replied, "tis only a Bard's tale."

Or, is it? Elleanne thought to herself.



# Cities of Antonica: Rivervale



Map by Mike Swiernik

1. **The North Village** (pottery wheel and kiln)
2. **Mayor Gubbin's House**
3. **The Wheelhouse** – bags, fishing supplies
4. **Weary Foot Rest** [Inn]
5. **Deputy's Post** [Bard]
6. **Guardian Stronghold/Rantho's Weaponry/Bank/Warrior Guild** – weapons
7. **Bobick's Boats** – fishing supplies, food, other goods
8. **Priest of Discord**
9. **Fool's Gold / Rogue Guild** [tavern]
10. **Brew Barrel**
11. **Kizzie's Jum Shack** – potions
12. **Kevlin's Gear** – leather armor and patterns, small chain armor
13. **Tagglefoot Farm / Druid Guild** (forge and oven outside) – veggies
14. **The South Village** (pottery wheel, oven, and forge)
15. **The Chapel of Mischief / Cleric Guild** – blunt weapons

# Misty Thicket Newbie Zone

## Personalities

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|                   |               |                   |                   |
|-------------------|---------------|-------------------|-------------------|
| Bim Buskin        | Deputy Looh   | Eizosze           | Joogl Honeybugger |
| Blixkin Entopop   | Deputy Qeynos | Ember             | Lil Honeybugger   |
| Brock Brawlbottom | Deputy Tagil  | Faano Windmaker   | Mooto             |
| Bronin Higginsbot | Deputy Uplin  | Guardian Braster  | Relia Wastein     |
| Deputy Asler      | Deputy Vastin | Guardian Gasten   | Slaythe           |
| Deputy Budo       | Deputy Vix    | Guardian Killen   | Sonsa Fromp       |
| Deputy Drebo      | Deputy Widd   | Guardian Yillirum | Tipa Lighten      |
| Deputy Felp       | Deputy Yassin | Gunrich           | Topper Drodo      |
| Deputy Keld       | Dralfing      | Hanga Wiskin      |                   |

## Goblins

goblin alchemist, Shaman, Warrior, whelp, worker

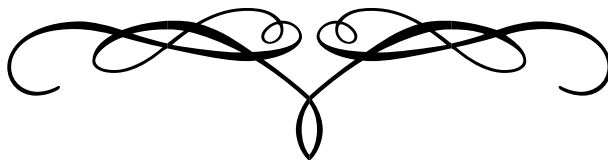
## Klaknak

Klaknak drone, Klaknak Warrior, Prince Klaknak, Princess Klaknak, Queen Klaknak

## Others

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|                   |              |                 |              |
|-------------------|--------------|-----------------|--------------|
| bat               | fire beetle  | lesser mummy    | shadow wolf  |
| bixie             | giant bat    | mangy rat       | skeleton     |
| bixie drone       | giant rat    | moss snake      | spiderling   |
| bixie queen       | giant scarab | orc apprentice  | tree snake   |
| black bear        | giant spider | orc centurion   | young kodiak |
| black wolf        | giant wasp   | orc legionnaire | zombie       |
| decaying skeleton | large bat    | orc oracle      |              |
| dread corpse      | large rat    | orc pawn        |              |





### Look for Fiddy Bobick in Rivervale

I've heard it said ... and I daresay ye have too ... that the Halfling folk have no taste for water. That they dislike boats and fear the ocean. All I can say in return, is that them what says it have never had the dubious pleasure of meetin' Captain Fiddy Bobick.

There's not an old salt in any port of Norrath who's as crusty as Cap'n Fiddy. I reckon he's been everywhere once and ever place worth visiting twice or more.

He first made his name as an explorer, and many's the savage land that to this day has never felt the tread of any Halfling foot save Fiddy's.

In those days he was equally famous as a navigator, an adventurer and a trickster. 'Tis said that Fiddy would work for a day and a night to trick someone bigger and more foolish into doing a job that could have been finished in an hour. He did it for the joy it brought him, y'see.

At length, I'm told, he determined to settle down, and then he took to buildin' ships rather than sailing 'em. Both warships and merchantmen, to this day there's no finer steed upon the wave than a ship from the small hand of Fiddy Bobick. Antonius Bayle of Qeynos, I'm told, commissioned the design of their finest warships from Fiddy. And today, who can stand against the navy of Qeynos? With all respect to the admirals of the empire, much of the credit for that goes to Fiddy Bobick.



Last I saw of the little Cap'n, he was getting on a bit in years, but he still had a sparkle in his eye and a shipwright's firm grip. Today I'm told he's settled in Rivervale. He still designs an occasional ship, for only the most select of clients. His true passion, though, is fishing, at which he can be found most days. He makes a tidy income arranging the import and export of exotic fish all over the world, or so he told me.

And he'll still take the time to trick a new acquaintance, just for the pure devil of it.

What? Did old Fiddy work a prank on me? Ah lad, I'll thank you very much to let that news remain between Cap'n Bobick and myself.



# Faydwer

The gods have blessed Faydwer with some of the most glorious forests on Norrath. In the northeast, the Greater Faydark forest surrounds Felwithe, home to High Elf and Half Elf alike. The city of the Wood Elves, Kelethin—arguably the most unique city in the world—is located among the high branches of the tall trees of the Greater Faydark!

To the south of Felwithe, over the Elizerain Lake and Dragonscale Hills, is the city of Ak'Anon, populated mostly by those industrious Gnomes. An interesting side trip would be to visit the Steamfont Mountains outside of Ak'Anon.

Along the southern coast of Faydwer, bordering the Timorous Deep, are the Wayunder Lake, the Loping Plains with Kanthok's Ridge to the north, and Dagnor's Cauldron in the lower, southern tip of the continent.

Just north of the Cauldron lies Kaladim, the grand city of the Dwarves, along with the Lesser Faydark forest, the Butcherblock Mountains and the Hills of Shade.





Kaxan stood at the crossroads and thought, That merchant told me a gnome named Larkon Theardor at the Library of something or other would have a job for me. And, that Bard, Danask, said that his fellow singer, Lyra, had an errand of value.

Kaxan shrugged and walked off to find this library. Surely, the work from there would be more noble than that from a Bard.

## Ak'Anon

Ak'Anon is located on the far end of Faydwer's southeastern peninsula. To reach it, one must pass through the Steamfont Mountains, making this little hamlet all the more remote from its Elven neighbors to the north. Still, the Gnomes who call Ak'Anon home like it that way, for although they hold few strong animosities toward others, they are happy keeping to themselves and their tunneled city.

But Ak'Anon is by no means a boring place. It has not only the usual attractions of a city its size, but also a fine palace, a zoo and other spots of interest that are worth a look.

Newbies can cast about for things to sell in the Steamfont Mountains — the single entrance and exit to Ak'Anon leads directly to and from them, at the southern end of town.

## Steamfont Mountains Newbie Zone

### Personalities

Bom Knotwood  
Brona Frugrin  
Bugglegupp  
Byrola Bendil  
Cardizzin  
Cargo Clockwork  
Charlotte  
Crisyn  
Crumpy Iron toe  
Deputy Fylo

Dimlore Stormhammer  
Driver Bryggin  
Feddi Dooger  
Finkel Rardobaen  
Fodin Frugrin  
Frebin Tinderhue  
Freed Fimplefur  
Frugo Prigdish  
Genda Minyte  
Glaneon Priddlepril

Glen Garginburr  
Godbin Strumharp  
guards  
Jogl Doobraugh  
Legyn Sarawyn  
Lodrand Dindlenod  
Meldrath The Malignant  
Nilit Druzlit  
Oren Furdenblin  
Phiz Frugrin

Thagrim Toridrorn  
Thetherthag Wakintrob  
Tindo Frugrin  
Torodrane Frompwaddle  
Watchman Dreeb  
Watchman Halv  
Watchman Mylz  
Watchman Pryn  
Watchman Pryn  
Zondo Hyzill

### Minotaurs

minotaur guard, hero, lord, sentry, slaver

### Kobolds

kobold, kobold runt, scout, Shaman

### Others

decaying gnome skeleton  
decaying skeleton  
earth elemental  
giant diseased rat  
gnome skeleton

harpy  
infected rat  
large plague rat  
large rat  
lesser ebon drake

nilits clockwork  
puma  
rogue cleaner  
rogue clockwork  
runaway clockwork

skeleton  
spiderling  
young ebon drake

### Look for Sanfyrd Featherhead in Ak'Anon

"Finally!" the big Human male, Mardesan, said as he and his Gnomish friend, Darissa, turned the corner. They had been walking through the back corridors of Ak'Anon for hours, searching for the Scrapyard.

Darissa wryly thought to herself, If only he'd asked me to help.

As the couple approached the work area of "Sanfyrd Featherhead, Garbologist," as the sign read, the Gnome smiled. "Come in, friends! I'll be with you in just a moment.

Such a busy, busy morning." He then turned to the Human woman already there and continued his conversation with her in hushed tones. Darissa only heard a word or phrase, now and then. "... are you sure?" "Guaranteed, Sanfyrd ... full hair follicle rejuvenation ... ladies will love ..."

"I'll take all you have," the Gnome said aloud.

Darissa smiled as she realized the gentleman they were about to haggle with had a streak of vanity. She knew she could use that to their advantage when bargaining ...

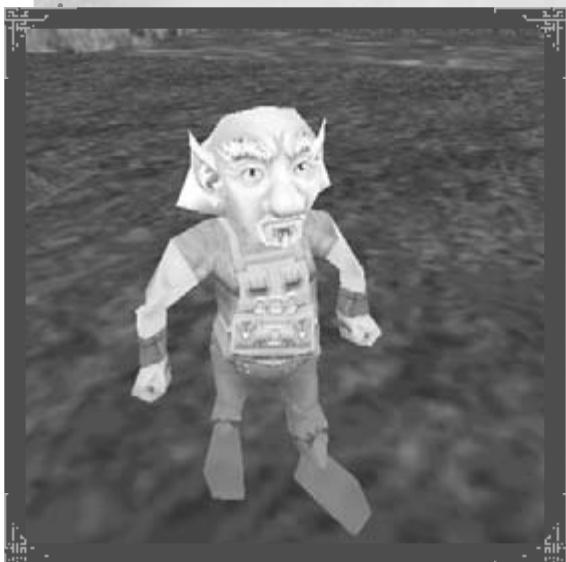
The sound of metal and glass crashing to the floor shook Darissa from her thoughts. She spun and saw Mardesan sitting in the middle of a pile of copper and glass and steel wire bits and boxes and globes. Her companion was mostly unharmed, but Sanfyrd's face had gone bright red.

"Why ... you ... you ..." he sputtered.

"I just ..." Mardesan began.

"Good sir," Darissa interrupted. "My companion and I are very sorry for the mess. We will, of course, not charge you for pointing out the instability of this ...

(cont. on p. 314)



## Ak'Anon

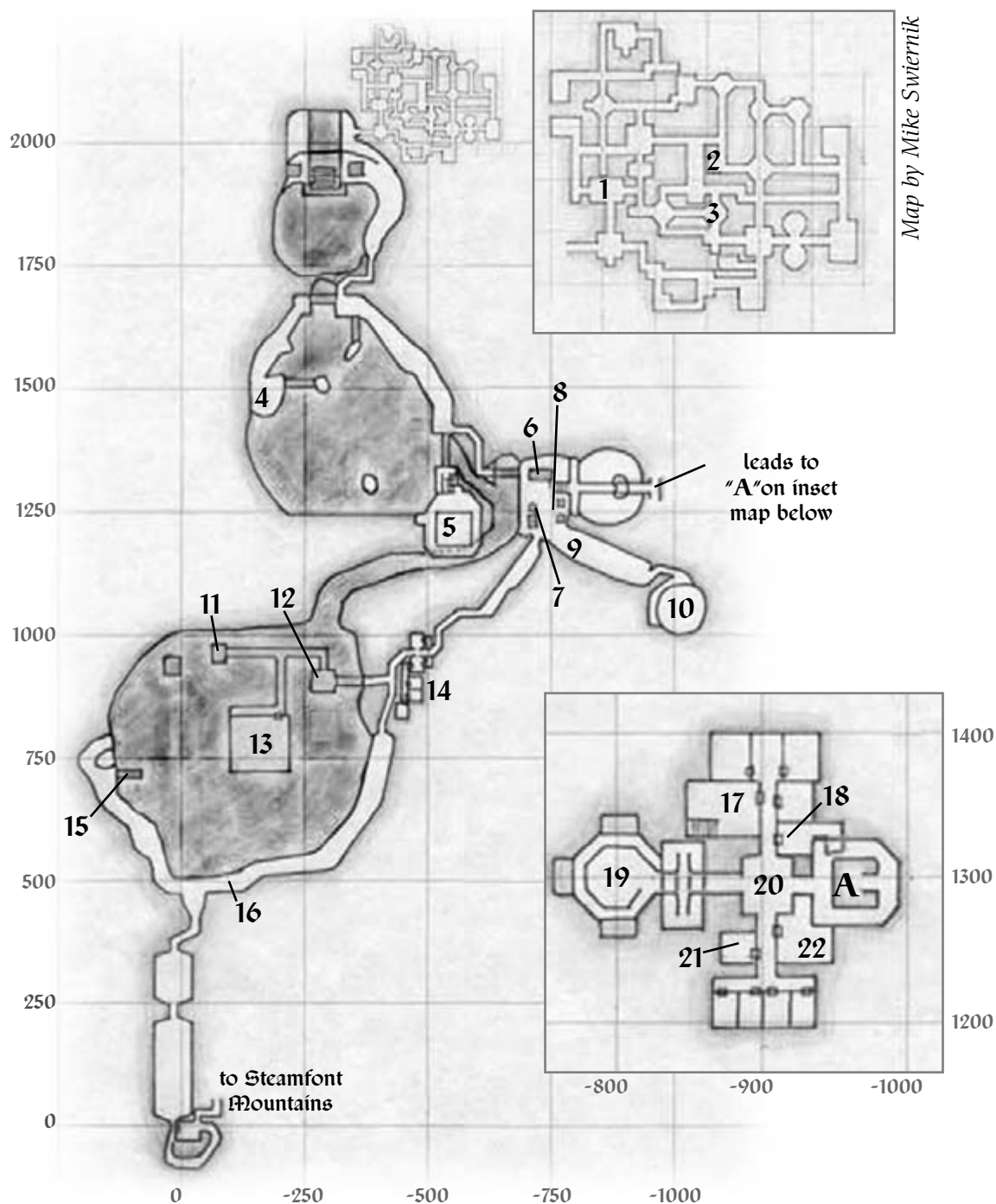
1. **Mines of Malfunction / Chamber A** – *dark gold robes, spells*  
[Necromancer and Evil Cleric trainers]
2. **Mines of Malfunction / Chamber B**  
[Evil Warrior Trainer]
3. **Mines of Malfunction / Chamber C**  
[Evil Rogue Trainer]
4. **Tick Tock Jetty** – *tinkering supplies*
5. **Abbey of Deep Musing / Cleric Guild** – *blunt weapons*  
[secret door to Rogue Guild] – *Rogue weapons*
6. **Tools of Battle** – *weapons*
7. **Forge of Defiance** (forge nearby) – *blunt weapons*
8. **Merchants** – *bags, boxes, food, other goods*  
[Bard]
9. **Merchant** – *shoes*
10. **Library Mechanamagica / Enchanter / Magician / Wizard Guild** – *spells, gold robes, equipment for all spellcasters*
11. **Whiz Click Bunker** – *small cloth armor*
12. **Clink Tink Bunker** – *food, fishing supplies, lightstones, potions*
13. **Ak'Anon Palace** (oven, pottery wheel, and kiln inside) [King Ak'Anon resides here]
14. **Gemchopper Hall / Warrior Guild** – *weapons*
15. **The Works**  
[inside] – *fishing supplies*  
[outside] – *small cloth armor, small sewing kit*
16. **Merchant** – *food, other goods*  
[Priest of Discord]
17. **Bank of Ak'Anon / Merchants** – *jewelry supplies, gems for jewelcraft*
18. **Merchants** – *jewelry supplies / metals*
19. **Ak'Anon Zoo**
20. **Timekeep Square** – *small cloth armor, food, other goods, weapons, small shields*
21. **Merchant** – *fletching supplies*
22. **The Oil Can** (brew barrel inside) – *alcohol*

The small gnome paced in his office. "I'm hiring you to protect my mine from the kobolds. Here's the map of the mines and the maze to ... well, nevermind where that maze goes. Now, get out and protect!"

Hanaar, a tall barbarian, and his two clansmen glanced at each other. The unspoken words between them were: not only can we kill kobolds, we can also kill little gnomes if they annoy us too much.

The warrior guards stepped out of the office and walked toward their posts. However, after they were out of sight of the gnome's office, Hanaar whispered, "I can't believe our good fortune. A map directly to the old worm Nagafen. Lady Vox will be sure to reward us when we return to Permafrost with this news."

# Cities of Faydwer: Ak'Anon







(cont. from p. 311)

this ... uh ...” She winked at Sanfyrd.

“This sure-to-be-marvel as soon as you’re finished reordering it.”

The Gnome took a step back and narrowed his eyes as he took Darissa in from head to toe. “Give me one good reason I shouldn’t turn you over to the mines. You’ve both got the muscle, and mind, for hard labor.”

“I can give you five reasons!” Mardesan said as he jumped up. Glass shards tinkled to the ground and a metal ball gonged on the dusty stone floor.

Darissa could see that Sanfyrd was using the last of his patience, but the big, lumbering Mardesan was unperturbed as he reached into his backpack – the same backpack that had toppled the metal structure now all over the floor – and pulled out a pouch.

Sanfyrd cautiously walked over and peered at the five finished items of metal and wire that fell into the Human’s giant hand. Even though Sanfyrd tried to hide his excitement, Darissa could read his face as if he were a whelp at his first wagering table.

Before Mardesan could say more, she stepped between him and Sanfyrd. “That

should be worth your time to fix this ... whatever it was ... and that sword and that looking glass.”

“Hah!” Sanfyrd said. “Give me these trinkets and I might forget about this clumsy lummoX Human.”

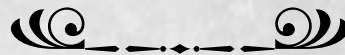
Mardesan opened his mouth to say something, but Darissa stomped on his foot. As Darissa pushed the limping Mardesan to the door, she agreed to the arrangement.

Outside the door, Darissa strode off. Mardesan had to hurry to catch up to his angry friend. “But, we didn’t give him the journal,” Mardesan said.

“We’ll have to go somewhere else ... in another land ... to sell that,” Darissa replied over her shoulder as she expertly maneuvered through the mine tunnels.

“Why?” Mardesan asked.

“Because, just like the contraption you demolished, our little trinkets don’t work.”





### Felwithe

Felwithe is perhaps the most beautiful city on Norrath, with its fair walls and elegant buildings. Built by the High Elves in time immemorial, it is also home to many Half Elves, and a temporary waypoint for travelers of all but the Dark races.

The sole entrance to the town is through the Greater Faydark, through a guarded gate amidst ivy-covered marble towers and ramparts. Perhaps because of the protection and seclusion afforded by these ramparts, the city is normally quite peaceful. Just inside the ramparts is the zone of North Felwithe, where most shops are located. Continuing through the heart of the city, the traveler will discover a path leading to South Felwithe and the guilds of magic arts.

For the newbie, the forest of Greater Faydark just outside the city entrance contains many useful resources. Although the way is by no means without peril, especially for a lone traveler, Felwithe shares this newbie zone with the Wood Elves of Kelethin, which lies to the northwest.



The party split at the gate and agreed to meet back up that evening. They had all heard enough rumors and tales to drive the most sane creature totally crazy.

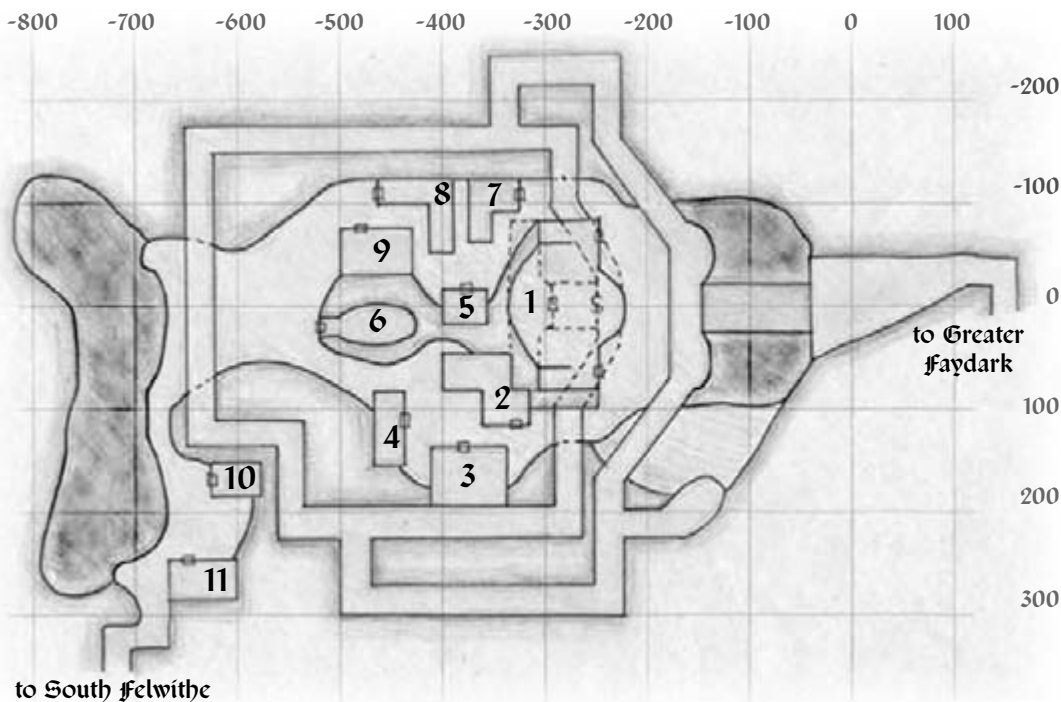
"We were told that the city's magic was this way," Llanth said, as they entered the southern part of Felwithe. "I wonder where the guilds are." Seeing two spellcasters in long robes going up a bridge to the left, her friend Strong replied, "Let's follow them — they look like they know where they're going. Maybe you can track down the Wizards guild and find out if there is such a person as Tarker Blazetoss. I can find the Magician who's seeking spell components."

They crossed the bridge and entered the building at its end which was suspended above the center of the lake. Confused, they looked around. No one was within.

"Now where could they have gone?" wondered Llanth. "We didn't see anyone leave." Strong looked whimsically at Llanth. "There must be some magical way out of here and to the guilds. This building deserves some serious investigation!"

# North Felwithe

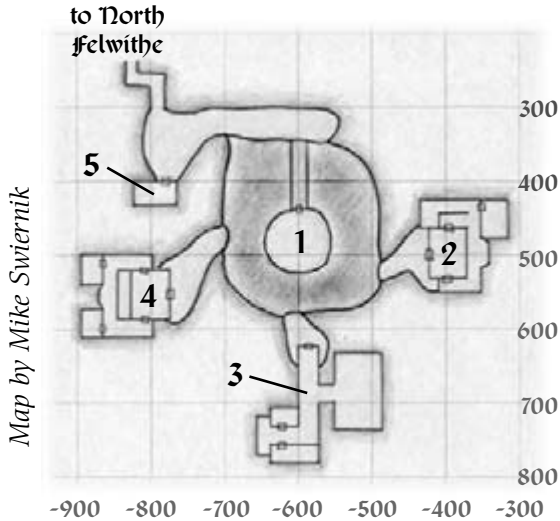
Map by Mike Swiernik



1. **Cathedral of Fortitude / Paladin Guild** – weapons [Priest of Discord]  
[secret tunnels to ramparts]
2. **Tovanik's Venom** (brew barrel) – alcohol
3. **Traveller's Home** [Inn]
4. **Shop of All Holos** – cloth armor, boots, gems
5. **Beyond Faydark** – food, other goods
6. **Chapel of Tunare / Cleric Guild** – blunt weapons
7. **Faydark's Bane** (pottery wheel and kiln outside) – fletching supplies, fletching, sewing kits, leather armor and patterns
8. **Emerald Armor** – chain and plate armor, blunt and sharp weapons, shields
9. **Felwithe Keeper / Bank**
10. **Bait and Tackle** – fishing supplies
11. **Felwithe Fish House** (oven) – fishing supplies  
[outside] – jewelry supplies / metals and some gems

# Cities of Faydwer: Felwithe

## South Felwithe



1. **Embark Isle** [Gate Room to Guild Halls]
2. **The Amethyst Palace / Wizard Guild**
3. **The Ruby Palace / Magician Guild**
4. **The Jade Palace / Enchanter Guild**
5. **Keeper's Archives** – cloth armor and sewing kits, jewelry supplies / common gems, common spells

## Greater Faydark Newbie Zone

### Personalities

|                         |                          |                          |                      |
|-------------------------|--------------------------|--------------------------|----------------------|
| Alania Peaceheart       | Dill Fireshine           | Lieutenant Leafstalker   | Tilluen, Tinolwenya, |
| Aleena Lightleaf        | Expin                    | Lily Ashwood             | Tuluvdar, Uaylain,   |
| Astar Leafsinger        | Gallin Woodwind          | Linadian                 | Ueaas, Weaolanae,    |
| bandit                  | Geeda                    | Maesyn Trueshot          | Winerasea            |
| Banker Willaen          | Grynn                    | Merchants Aianya,        | Priest of Discord    |
| Barkeeps Aanlawen,      | guards                   | Aildien, Ainaiana,       | Ran Sunfire          |
| Lysslan, Manlawen,      | Heartwood Master         | Aluuvila, Aluwenae,      | Regren               |
| Myrisa, Sissya, Syntan, | Hendricks                | Gaeadin, Gerienae,       | Salani Tunfar        |
| Tuviena, Tvanla,        | Horth Evergreen          | Gililya, Iludarae,       | Serilia Whistlewind  |
| Uulianu                 | Idia                     | Kaeluase, Kanoldar,      | Sindl Talonstrike    |
| Beleth Streamfoot       | Innkeeps Anisyla, Larya, | Kweili, Kwein, Laedar,   | Sylia Windlehands    |
| Bidl Frugin             | Linen, Wuleran           | Lanin, Legweien,         | Tylfon               |
| Bilrio Surecut          | Jakum Webdancer          | Linolyen, Minamas,       | Uleen Laughingwater  |
| Captain Silverwind      | Kindl Lunsight           | Muvien, Neaien, Nildar,  | Verth Mistwielder    |
| Cerila Windrider        | Laren                    | Nluolian, Nyssa, Sylnis, | Zelli Starsfire      |
| Devin Ashwood           |                          | Tananie, Tegdian,        |                      |
|                         |                          | Tenra, Tiladinya,        |                      |

### Others

|                   |                           |                     |                 |
|-------------------|---------------------------|---------------------|-----------------|
| bat               | drunkard                  | giant wasp drone    | pixie trickster |
| black wolf        | fae drake hatchling       | orc centurion,      | widow hatchling |
| brownie scout     | faerie courtier, duchess, | hatchetman, oracle, | will-o-wisp     |
| decaying skeleton | guard, maiden, noble,     | pawn, Shaman        |                 |
|                   | royal guard               |                     |                 |

## Look for General Jyleel Vad in Felwithe

A group of drunken Dwarves staggered into and almost toppled a merchant's tent outside the popular Tovanik's Venom. They tossed a few coins at the merchant and voiced some weak apology.

"Oh wise Tunare, when will these people learn?" General Vad said.

His aide, Kerel, walked next to him. He stopped at the general's question. "I fear they shall never learn, General."

The General sighed. "Why did they have to put a tavern just outside the walls of the Cathedral of Fortitude?"

"A question I always ask, General," Kerel replied.

Although Kerel was a most capable aide, his obsequiousness was a bit unbearable this evening. "Aide Kerel, please go back

to our offices and look through the information we recently got from our scouts in the Faydark."

The aide looked surprised at the dismissal from his general's side, but he obeyed without question – and that made General Vad feel a little guilty.

Jyleel Vad needed to walk the streets of his beloved Felwithe. The problem with the Crushbone Orcs was becoming a serious threat to the security of his city, and, of course, to the security of the Wood Elves in Kelethin. Even though they did not ask for his help, he felt honor-bound to assist in any way that he could.



## Cities of Faydwer: Felwithe

The reports he received about the daily skirmishes between Wood Elf and orc outside Kelethin were encouraging, but more needed to be done and quickly.

A few nights ago, General Vad had read a deathbed report from one of his most valued scouts. The cursed Crushbone Orcs had found an ally. Unfortunately, the soldier – the Paladin – died before he could name the ally. Vad sent other men out, but he needed more.

The situation was becoming so grave that General Vad seriously considered going into Tovanik's Venom and having a drink himself. Before he had to make such a decision, blessed Tunare intervened. A severely injured Elf called out, "Can you help me?"

The general ran to the young soldier and began his prayer to Tunare. The Elf stopped him. "Too late. Tunare save us all. Crushbone massing to the north. Many tents. We have come to help."

Vad ignored the boy's mumblings and continued his prayer, but it was too late. He died in Vad's arms. There, alone at night in the street, the General shed a tear for this brave boy and his people who were so willing to help.

He picked up the young man and carried him to the Cathedral where the attendants took over seeing to the final arrangements.

The next day, the General put out a plea to anyone wishing to help.

He swore he would make everyone see the danger ahead. He silently made a vow that the young soldier would not have died in vain.



# Kelethin

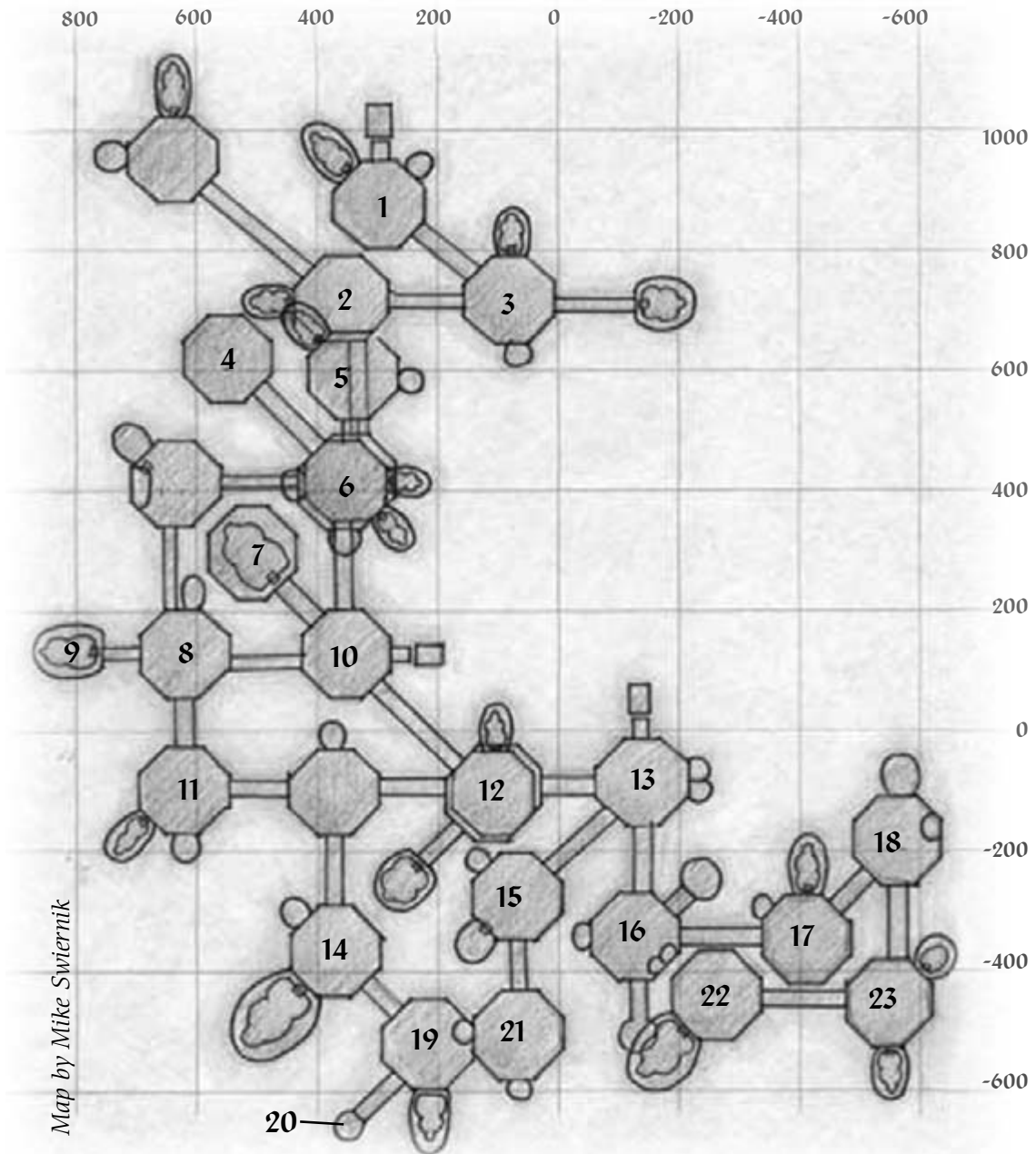
A distracted traveler might walk past Kelethin without seeing it. It lies not before, but above one, nestled within the leafy crowns of the ancient trees of Greater Faydark. Here the Wood Elves have built their home upon wooden platforms that ring the tree trunks. The platforms are linked to one another with bridges, and lifts convey everyone from the platforms to the ground.

Alongside the descendants of the Wood Elves who built the arboreal city, one finds Half Elves who make it their home and visitors from all races friendly to Wood Elves. Kelethin is deceptively full of resources — numerous merchants of food, alcohol, armor, weapons, gems and other goods.

Kelethin shares the Greater Faydark Newbie Zone with Felwithe, which lies on the eastern edge of that forest. See **Greater Faydark Newbie Zone**, p. 317.

- 
1. **“Orc Lift” to Faydark** — *food, other goods, pottery sketches* [Inn]
  2. **Merchants** — *Elven food items, other food items, other goods*
  3. **Tavern** — *alcohol*  
**Merchant** — *plate armor*
  4. **Merchants** — *racial alcohol, common gems*
  5. **Tavern** — *alcohol*  
**Merchant** — *plate armor*
  6. [upper platform, connects to platforms 4, 5, abandoned platform] **Sparkling Glass** (oven) — *metals, rare gems, Elven food*
  6. [lower platform, connects to platforms 2, 10] **The Emerald Outpost / Warrior Guild**  
**Merchants** — *pottery and fletching supplies*
  7. **Heartwood Tavern** — *alcohol*
  8. **Hut** — *food, other goods*
  9. **Tavern** — *alcohol*
  10. **“Priest of Discord Lift” to Faydark** — *med. armor molds, sheet metal, food, other goods*
  11. **The Bank of Kelethin**  
**Merchant** — *potions*
  12. [upper platform, connects to abandoned platform]
  12. [lower platform, connects to platforms 10, 13] **Packwearers Goods** — *bags, boxes*  
**Songweaver’s Stump / Bard Guild** [across bridge]
  13. **Prime Lift to Faydark** — *food, other goods, sewing kits and instructions*
  14. **Faydark’s Champions / Ranger Guild**
  15. **Inn** (forge) — *food, other goods*  
**Merchant** — *potions, weapons*
  16. **Merchant** — *leather armor*
  17. **Inn** — *food, other goods*
  18. **Merchants** — *blacksmithing books and container, weapons, file molds*  
**Merchant** (pottery wheel and kiln) — *cloth armor*
  19. **Soldiers of Tunare / Druid Guild Hall** (brew barrel)
  20. **Bilrio’s Smithy** — *sharp and blunt weapons, medicine bags*
  21. **Merchants** — *chain mail armor, boots*
  22. **Scout Outlook / Scouts of Tunare / Rogue Guild** — *throwing weapons*
  23. **Trueshot Bows** — *fletching (arrow) supplies*  
**Merchants** — *fletching (bows) supplies*  
**Tavern** — *alcohol, Ranger spells*

# Cities of Jhaydwer: Kelethín



Map by Mike Swiernik

## Look for Bílrío Surecut in Kelethin

With the noon sun warming their backs, the two Wood Elves traveled the road from Felwithe to Kelethin. During the previous months, they had explored many of the lands of Norrath and were heading home to share stories with their old friends who had stayed behind, as well as sell some treasures the pair had amassed along the way. Melasse turned to her companion, Dolak, and asked, "Why are you taking that old rusty knife to the weaponsmith in Kelethin?"

Dolak smiled knowingly. "I once traveled with Bilrio Surecut, a valuable man to travel with, too. Kept all our weapons at their peak. This dagger is a repayment, of sorts." He winked at Melasse. "I know he'll be very excited to see this knife."

"But, he's a master. He owns Bilrio's Smithy," she said. "He's known everywhere

for the the precise crafting of his blades." She glanced at the wrapped dagger Dolak had slipped under his belt. "That old thing will turn to rust before it will ever hold an edge again."

"You are so young," he mused.

"I wish you'd stop saying that every time you don't want to answer a question," Melasse said as she stopped and put her hands on her hips.

Dolak stopped and gazed at this young ranger. Out of loyalty to her teacher, she had agreed to assume the guise of an Iksar – a distasteful transformation for such a lovely Elf. Then, she traveled with him to Kunark – quite a dangerous





## Cities of Faydwer: Kelethin

journey. He smiled and patted the knife. "This 'old thing' has a history, Melasse."

She tipped her head and raised an eyebrow, "And that history is?"

Noticing the sun high in the sky, Dolak walked over and sat, his back to a nearby tree. "Come, eat, and I'll tell you the story." He continued speaking until the afternoon shadows had grown long. Melasse had asked few questions during the telling and, now, sat with her mouth agape.

After a while, she regained her composure a bit. "There truly are such creatures, half Dragon, half Human?" she whispered as if they would fly from the sky at that moment if they heard her.

"Yes, those creatures serve the Dragons today," Dolak said and patted the knife again, "and, they use these knives." He smiled at her amazement. "Not only will

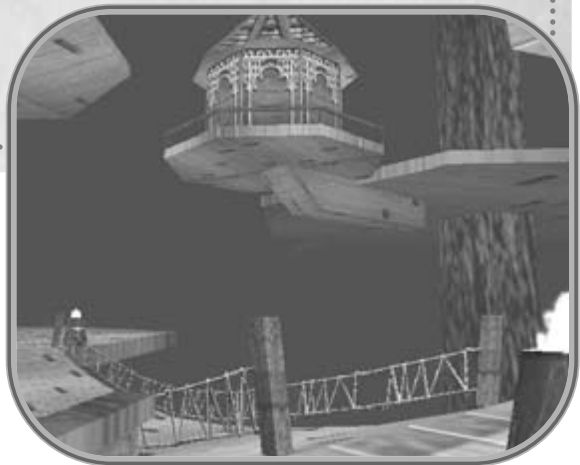
Bilrio bring this blade's edge back, but he'll recreate it so that all Wood Elves may purchase one."

"So, this was quite a profitable find then?" she grinned.

"Nay, the other gems and metals we found will be profitable," Dolak said as he stood.

"But, if it's such a special blade...", Melasse began.

As they started back down the road, Dolak explained, "This is a present to an old friend." His eyes twinkled. "Now, we may be able to hear some of his old tales – inflated memories all, but well worth the trade."





"Of course, I'm dwarf enough!" Fuzzbeard exclaimed. He had finally found out where his hero, Gunlok Jure, was, and this nobeard was doubting his ability. "If I weren't in such a hurry, I'd show you!"

"Old Nultal Malfoot of the Cathedral needs skunk glands," Fuzzbeard's tormentor said.

"Maybe you should start there, eh?"

Everyone in Irontoe's laughed as Fuzzbeard headed out to locate the Hall of Paladins.

## Kaladim

The Dwarves built the town of Kaladim in the midst of one of their works in progress, the mines beneath Butcherblock Mountains. Like all underground cities, this one is very defensible — a single entrance leads from the mountains into South Kaladim. The city is designed in a loop, and the entrance tunnel soon branches to the east and west, with each branch taking you through the shops and guilds of the town into North Kaladim.

Needless to say, the merchants of Kaladim sell everything one could possibly need to pursue a living in the mines. Those who feel their fortunes lie along a different path might seek to start in the Butcherblock Mountains to the south of the city.

## Butcherblock Mountains Newbie Zone

### Personalities

|                   |                   |                   |                    |
|-------------------|-------------------|-------------------|--------------------|
| Alga Bruntbuckler | Doran Gloslen     | Glynn Smeltpot    | Nyzil Bloodforge   |
| Alun Bilgum       | Dru Razbind       | guards            | Parn Gylwyn        |
| Aralin Gwalmyr    | Durkis Battlemore | Gundl             | Peg Leg            |
| Atwin Keladryn    | Ellona            | Happ Findlefinn   | Qued               |
| Ayen Rundlor      | Felen Razdal      | Iglan Thranon     | Signus Boran       |
| Balen Kalgunn     | Fugan Mumfur      | Inudul Dumirgun   | Siltria Marwind    |
| Barma Dunfire     | Gamin Griststone  | Izbal Brightblaze | Stump Rundl        |
| Blyle Bundin      | Ganbar Dundam     | Kaila Rucksack    | Tagnis Ginfarr     |
| Corflunk          | Gand Truelink     | Kalvyn Bynfurr    | Thar Kelgand       |
| Crytil Dunfire    | Gann Dunbull      | Keldyn Dunfire    | Trendel Bittlespin |
| Dalbar Tarbrind   | Gibi Bilgum       | Lann Dabldrin     | Urazun Thranon     |
| Darm Dundam       | Glath Galadendal  | Magnus Boran      | Zarchoomi          |
| Deldryn Splendyr  | Glorin Binfurr    | Margyl Darklin    |                    |
| Delin Ironblend   | Glubbsink         | Naeneth Glynscurr |                    |
| Den Ironblend     | Glynda Smeltpot   | Nalda Griststone  |                    |

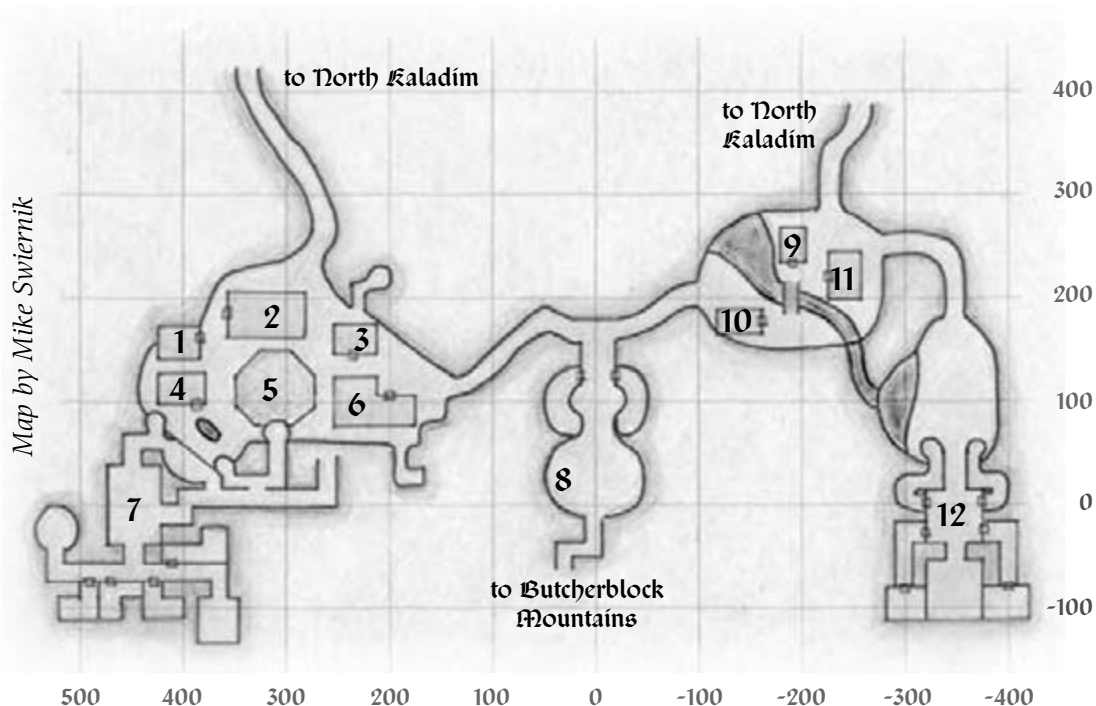
### Goblins

aqua goblin, Shaman, Wizard  
goblin grunt, Shaman, Warrior, whelp, Wizard

### Others

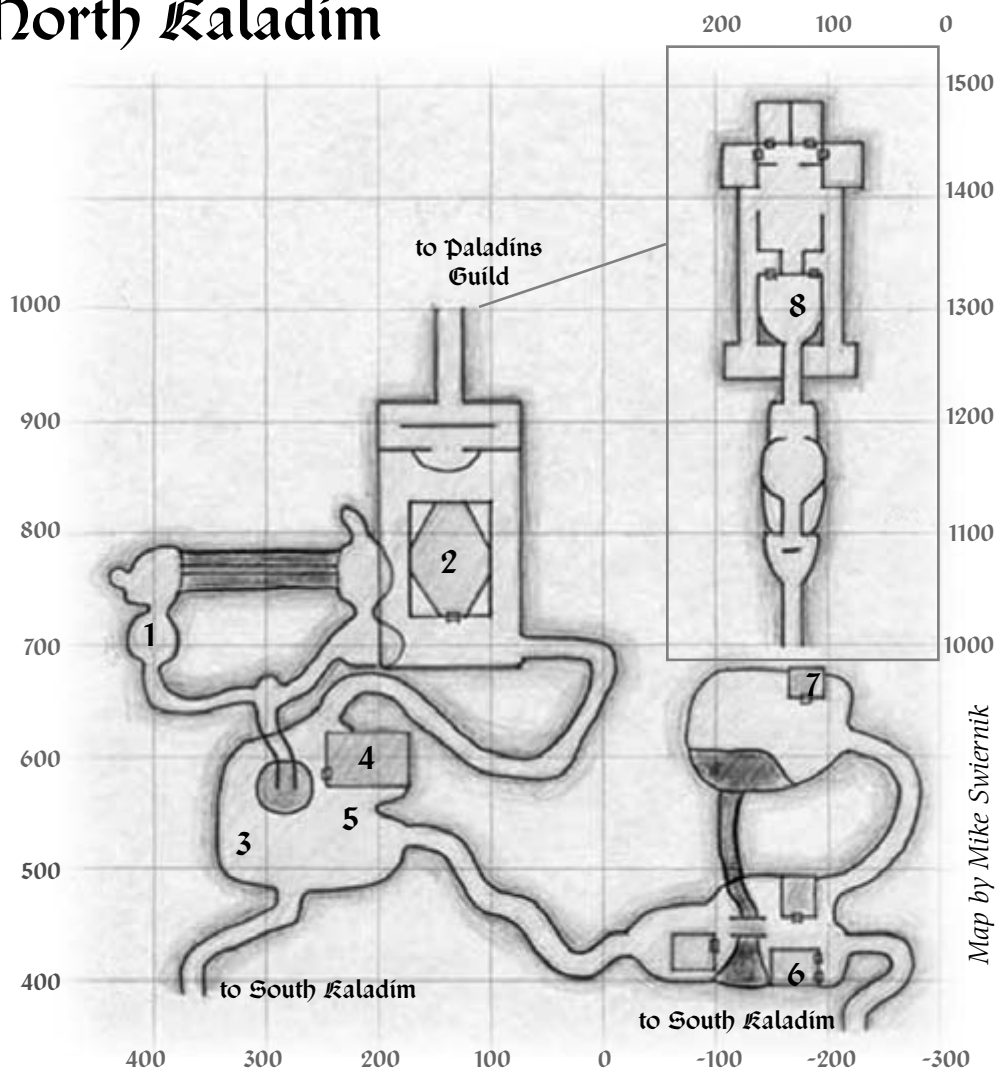
|                         |              |                        |                      |
|-------------------------|--------------|------------------------|----------------------|
| aviak chick             | giant bat    | large spider           | SirensBane           |
| bat                     | giant scarab | lowland basilisk       | snake                |
| decaying dwarf skeleton | Krag chick   | orc centurion, oracle, | Stormbreaker         |
| dwarf skeleton          | Krag elder   | pawn, runner           | undead bishop, king, |
| dwarven bandit          | large skunk  | rock spiderling        | knight, pawn, rook   |
| emerald drake           | large snake  | Shuttle                | worker scarab        |

## South Kaladím



- |                                                            |                                                                       |
|------------------------------------------------------------|-----------------------------------------------------------------------|
| 1. <b>Tanned Assets</b> – small leather armor              | 7. <b>Stormguard Hall / Warrior Guild</b>                             |
| 2. <b>Ironroe's Eats</b> – alcohol [Tumpy Ironroe]         | 8. <b>Priest of Discord</b>                                           |
| 3. <b>Staff and Spear</b> – swords, fletching supplies     | 9. <b>Creekside Alchemist</b> – potions                               |
| 4. <b>Redfist's Metal</b> (forge) – small shields, weapons | 10. <b>The Stout Pack</b> – bags                                      |
| 5. <b>The Battlefield - The Arena</b> [not PvP]            | 11. <b>Gurtha's Ware</b> – shoes, small cloth armor, pottery supplies |
| 6. <b>Pub Kal</b> (brew barrel) – alcohol [outside] Bard   | 12. <b>Stormhammer Hold / Castle of the King</b>                      |

# North Kaladím



Map by Mike Swiernik

1. **Kaladím Mines** – gems
2. **Underfoot Cathedral / Cleric Guild** – blunt weapons  
[outside] **Merchants** – food, other goods
3. **Pottery wheel and kiln**
4. **Ratsbone Treasury and Assay Office / Bank**  
**Merchants** – throwing weapons, mining supplies
5. **Miner's Campfire** [Rogue trainers]
6. **Everhot Forge** (forge outside) – blunt and sharp weapons, small chain and plate armor, jewelry metal and rare gems
7. **Greybloom Farm** (oven outside, brew barrel inside) – grapes
8. **Underfoot Citadel / Paladin Guild**

### Look for Furtog OGREBANE in Kaladím

"D'ye know why this tavern is called 'Irontoe's Eat's'?" asked the Dwarf in a conspiratorial whisper. Furtog OGREBANE ignored him. The young fellow leaned over a dozen scattered ale mugs and tapped his finger on the rough tabletop. "Do ye?"

Furtog twitched his moustaches just enough for them to clear the edge of his stein, and took a long drink. His ale had a perfect head, thick and lacy, but it was hard to appreciate it with someone

wittering inane comments into his ear. He glared at the drunken babbler, as only a Commander of the Stormguard can glare. Alas, the young carouser was blissfully immune.

"'Cause I know that the guy who owns this place, his name isn't Irontoe. It's some frilly name, can't remember zactly what. But it's not Irontoe. You want to know why, old man? It's 'cause they boot you outta here if you can't pay your tab." With a solemn nod, he tapped the table again.

For a second, Furtog's teeth clamped on the steel rim of his mug, and then he slowly lowered his drink. Upon consideration, he twisted and placed it safely out of harm's way on a table behind him. Then he turned back and grabbed the young git by the edges of his leather armor, and pulled him across the table. The empty mugs spun away and clattered onto the floor.

"It's called Irontoe to honor the brave lads in the Irontoe Brigade," he snarled. "The best soldiers that Dwarvenkind could ever offer, they fought off the most massive





Ogre invasion force the world has ever seen – with no hope of support – for weeks. They ran out of food, they ran out of water, their weapons snapped in their hands, and they never stopped fighting. That was the Irontoe Brigade. They're the reason, and the only reason, that Dwarves live free in Kaladim today." Furtog pulled harder, dragging the struggling Dwarf completely off the table and lifting him nose to nose. "Trumpy called this place Irontoe in remembrance to his brave lads who died in that battle. Every draft pulled is in honor of their sacrifice."

"Ah. Din't know," stammered the quickly-sobering young Dwarf.

"No, you didn't. Because you don't belong here." Furtog picked the younger and larger Dwarf up by the scruff of his armor and the seat of his pants and with a muffled grunt pitched him out the barroom door. "Go find some other puppies to play with."

With that, he went back to finish his ale.

Across the room, the bartender tapped a customer on the shoulder and nodded at Furtog. "Times like this you can really see how his great-grandfather, Trondle, could wipe out the entire clan of Mudtoe Ogres. His family grows them tough, like cured leather."

"Ayeah," the customer stroked his beard.

"And I'm thinking he's not been a puppy himself for nigh-on generations. An old knot like himself, I'll wager he knows his history 'cause he's been there. If I had to point at a survivor of the Battle of the Irontoe Brigade, perhaps I'm not looking too far out of this room."



# Odus

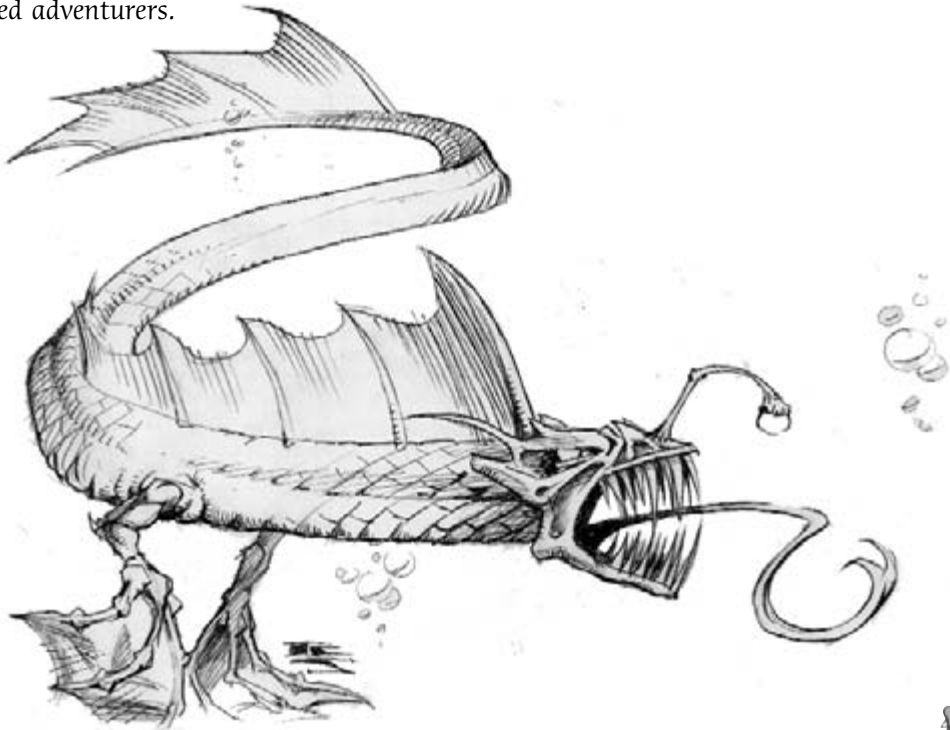
The reason that Odus was chosen by Erud all those years ago is quite simple. This continent holds all the perfect climates for the up and coming magic users! From the Grand Plateau in the north to The Barren Coast in the southeast, there simply is no better place to practice the arcane arts.

After taking Erud's Crossing from Qeynos, we begin our tour in Erudin, the main city on Odus. Nestled on the Grand Plateau, the city holds all the arcane guilds, except one.

Necromancers and Shadow Knights (dubbed Heretics by the inhabitants of Erudin) have been banished to their own city of Paineel on the western coast, just north of The Hole. Special tours of The Hole can be arranged for the right price.

In the center of the continent are the Stonebrunt Mountains, which separate Toxxulia Forest from the Vasty Deep. This part of the land holds a cornucopia of spell components — from mosses in the forest to the fur of monsters in the Stonebrunts to scales of creatures in the Vasty Deep.

Nestled between the warm waters of the Gulf of Uzun to the north and the Abysmal Sea to the south, Kerra Isle lies to the west of the Toxxulia Forest. It should be avoided by all but seasoned adventurers.





Enoust had just finished singing. The crowd dispersed, but not before they filled his hat with many coins. He smiled at the woman who was trying to dig a coin out of her almost empty pouch. "I can see, m'lady, that you are a bit down on your luck."

She blushed and turned to walk away in embarrassment.

Quickly gathering his hat and coins, the bard caught up with the woman.

"Forgive me. I do not mean to distress you. I only wish to tell you that I heard of opportunities galore at the Temple of Divine Light. You are a good soul, are you not? A Cleric, yourself, perhaps?"

When she nodded, he continued, "Ah, I can always spot the people to know! Speak with Cleric Guildmaster Leraena Shelyrak or Cleric Lumi Stergnon. When you've filled that pouch with more coins than you know what to do with," Enoust said with a wink, "I will gladly take one or two in payment for any amusement I may afford you."

## Erudin

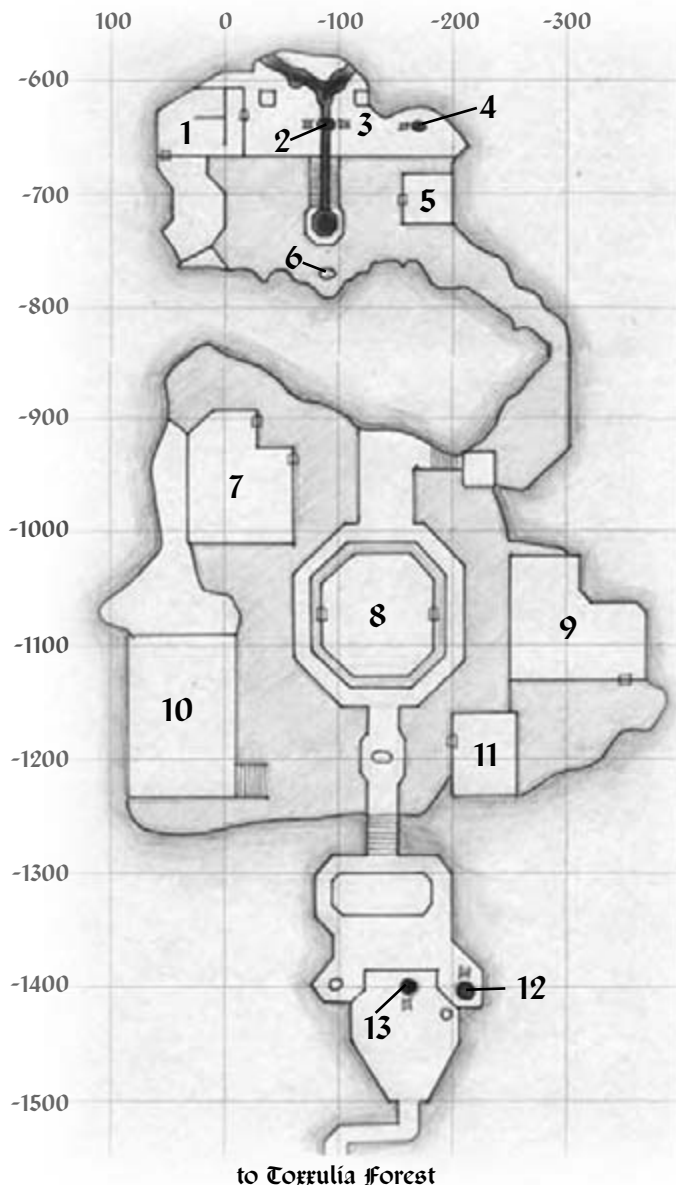
Home to the Erudites, a race which broke with Humans long ago to follow the higher arts of knowledge, Erudin is a secluded city on the northwest coast of Odus. Qeynos lies just across Erud's crossing, and boats traffic between the two. From the Erudin Docks area, the traveler must teleport into Erudin itself. Merchants of various goods lie within. Those catering to practitioners of magic are generally clustered within Erudin Palace, which is linked to Erudin by teleporter.

Citizens of Erudin share the Toxxulia Forest Newbie Zone with the inhabitants of Paineel, which lies within that forest (see **Toxxulia Forest Newbie Zone**, p. 335). However, "sharing" is a word used only loosely here, as in truth the Erudites openly despise the Paineelians as heretics and outcasts, and attempt to destroy any that they find.



# Cities of Odus: Erudin

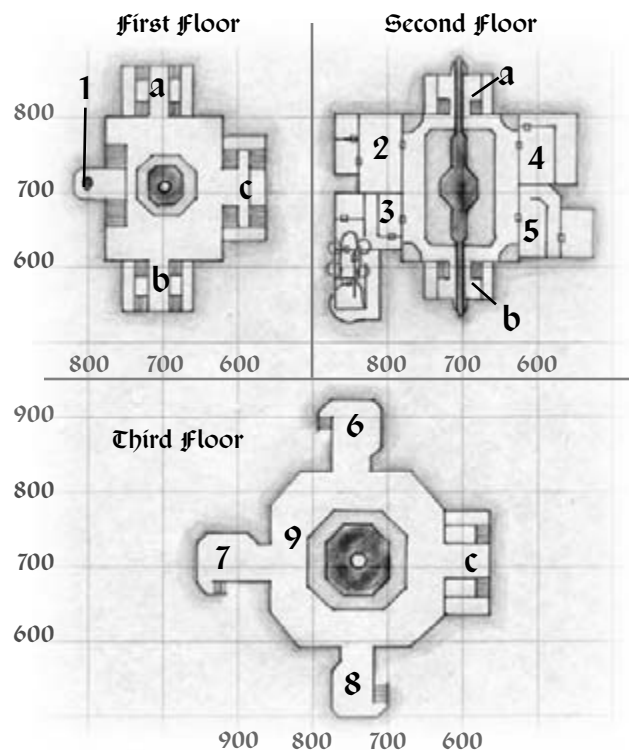
## Erudin



to Torgula Forest

Map by Mike Swiernik

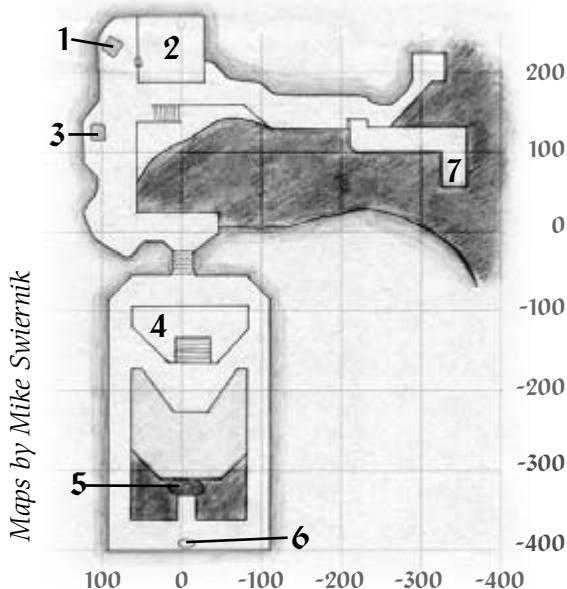
1. **Temple of Divine Light / Cleric and Paladin Guilds** – blunt and sharp weapons [outside] **Merchant** – cloth armor
2. **Teleporter to Erudin Palace**
3. **Bard**
4. **Teleporter to Erudin Dock Area**
5. **City Armory** – medium chain, plate armor
6. **Arrival Platform from Teleporters**
7. **Erudin Surplus** (brew barrel, pottery wheel and kiln inside) – food, other goods, boxes [outside] **Merchant** (oven) – small cloth armor
8. **Erudin City Library** – Bard songs, Cleric spells, Enchanter illusion spells, Wizard portal spells, Mage summon item spells, Wizard vision and elemental effect spells
9. **Deepwater Temple / Cleric and Paladin Guilds** (forge out back) – blunt and sharp weapons
10. **Vasty Deep Inn**
11. **BlueHawk's** (brew barrel inside, oven outside) – food, other goods, alcohol, cooking books
12. **Teleporter**
13. **Teleporter**



## Erudin Palace

Letters indicate connecting staircases.

1. [upper] **Teleporter Arrival Platform**  
[lower] **Teleporter to Erudin**
2. **Bank of Erudin**
3. **Erudin City Office** (prison downstairs)  
– bags
4. **Sothure's Fine Gems** – gems, jewelry metals, jewelry supplies
5. **Vials of Vitality** – all jewelry supplies except metal, potions, lightstones
6. **Tower of the Crimson Hands / Wizard Guild** – spells, crimson robes, Wizard books, gems
7. **Tower of the Gate Callers / Magician Guild** – spells, blue robes, gems, Magician equipment
8. **Tower of the Craft Keepers / Enchanter Guild** – spells, gold robes, gems, spell components
9. **Merchant** – common spells



Maps by Mike Swiernik

## Erudin Docks

1. **Merchant** – bags, boxes
2. **Erudin Port Authority**
3. **Merchant** – cooking supplies, food
4. **Priest of Discord**
5. **Teleporter to Erudin**
6. **Platform for Teleporter arrivals**
7. **Erudin Docks - To Qeynos**

### Look for Sinnkin Highbrow in Erudin

At the tavern, the newly-formed party of adventurers had a drink and discussed their travels and histories. As the wine flowed, talk turned to the powerful and attractive women they had each encountered. The Warrior mentioned an unknown Enchantress who had gifted him with magic jewelry when he was on his very first quest. He'd never seen her again, but still wore the topaz and silver necklace to this day. The Druid spoke of

the first Iksar she had ever met. She saw just enough to determine that the reptile Warrior was a female. Unfortunately she didn't have any souvenirs of that encounter — she never even tried to retrieve her corpse....

When it was the old Wizard's turn, he smiled in recollection, and said, "Not too far from here, by boat of course, you'll find the shrouded paths of Toxxulia Forest. If you can follow them without losing your way, you can enter the magnificent city of Erudin. That is a place of real magic, as everyone knows, and I've been there more than once in my long life.

"In fact, the first time I was there I did indeed lose my way in the forest, and there met a lovely young girl and her brother. Her brother was friendly enough, although he had a rather condescending manner, but the girl, Sinnkin, was like a radiant goddess. They were being raised by an odd couple — I think they were heretics from the path of true magic — and were growing up rather wild of mind, I'm afraid.

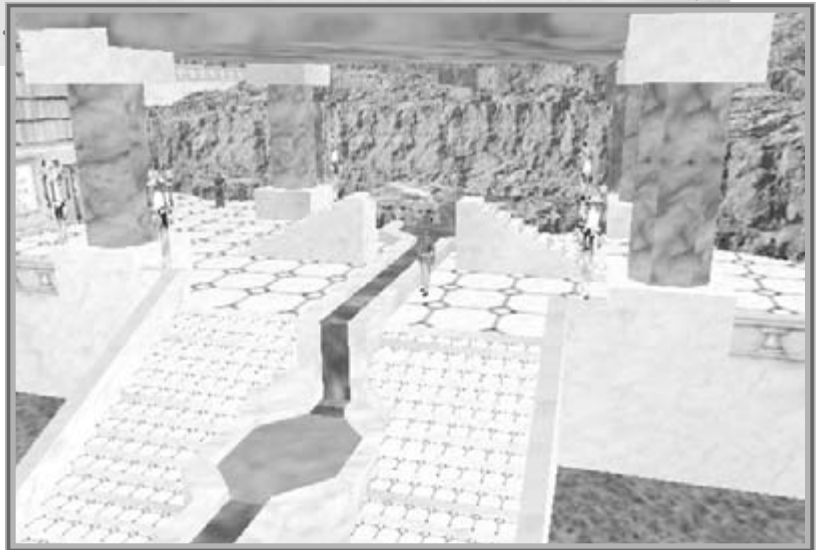


"The second time I traveled to the city, I saw the girl again, only this time she was full grown. A beautiful woman, if ever I've seen one. Skin like satin, as graceful as an Elf, and a cool glance that could drive a man to despair. She spent much of her time in the Library, and since that was where I did my research and training, I was able to see a great deal of her methods. She would ensnare the eager young casters with her charms, ridicule them mercilessly and then delight in rejecting their advances."

"I've heard of this Sinnkin," interrupted the Druid. "What I've heard is that she deals with Rogues from Qeynos. She's the brain behind a local ring of smugglers."

"I, too, have heard of her," added the Bard, who always listened twice as much as he talked. "Rumor is that she's met her match ... a suitor she cannot cast aside. Tales tell of a Paladin who is ever-present, challenging all those who so much as cast an eye upon her. His implacable attentions distract her from conducting her businesses: both contraband and coquetry. I'll admit, my interest is piqued. I say if anyone hears of a quest to bring us to Erudin, we stop by and visit the local 'radiant goddess.'"

And the others agreed.



## Paineel

Paineel is a city in exile. Its inhabitants were once followers of Erud, like their brothers and sisters the Erudites, to the north. However in times past they turned away from the teachings of Erud, following their own path into the powerful dark arts of Cazic-Thule. The Erudites persecuted them as heretics, leaving the Paineelians to found a new home deep within Toxxulia Forest on the ruins of a much older settlement.

Erudin lies not far to the North through the Toxxulia Forest Newbie Zone. However, considering the animosity between the Erudites and the Paineelians, adventurers best not travel too far from the city unaccompanied and unarmed for combat either physical or magical.

Sathys had been in Paineel for some time and had been enjoying increasing notoriety with his Necromancer faction. Last night, he had heard of two new opportunities. A young apprentice stumbled into Sathys' favorite tavern and complained about a very strong skeleton in the initiates yard. Also, a Cleric told a tale about undead rats that her guildmaster, Sern Adolia, was looking to eradicate.

After a bit of hit and miss, Sathys got a tip that the person he needed to speak with was Noclin Saah. The opportunity to stop the skeleton had much more appeal to Sathys than going after more rats!

## Toxxulia Forest Newbie Zone

### Personalities

|                   |                                                       |                         |                     |
|-------------------|-------------------------------------------------------|-------------------------|---------------------|
| Aglthin Dasmore   | Jalen Goldsinger                                      | Quana Rainsparkle       | Tran Lilspin        |
| Cyria Lorewhisper | Jonly Smithin                                         | Rungupp                 | Veisha Fathomwalker |
| E'lial B'rook     | Martyn Firechaser                                     | Sentinels Bogun, Creot, | Win Karnam          |
| Emil Parsini      | Merchant Bogun                                        | Drom, Flavius           | Xylania Rainsparkle |
| Erudin Emissary   | Phaeril Nightshire                                    | Shintar Vinlail         |                     |
| Islan Hetston     | Poachers Bogun, Dell, Hill, Shelli, Topi, Unil, Willa | Stylla Parsini          |                     |

### Kobolds

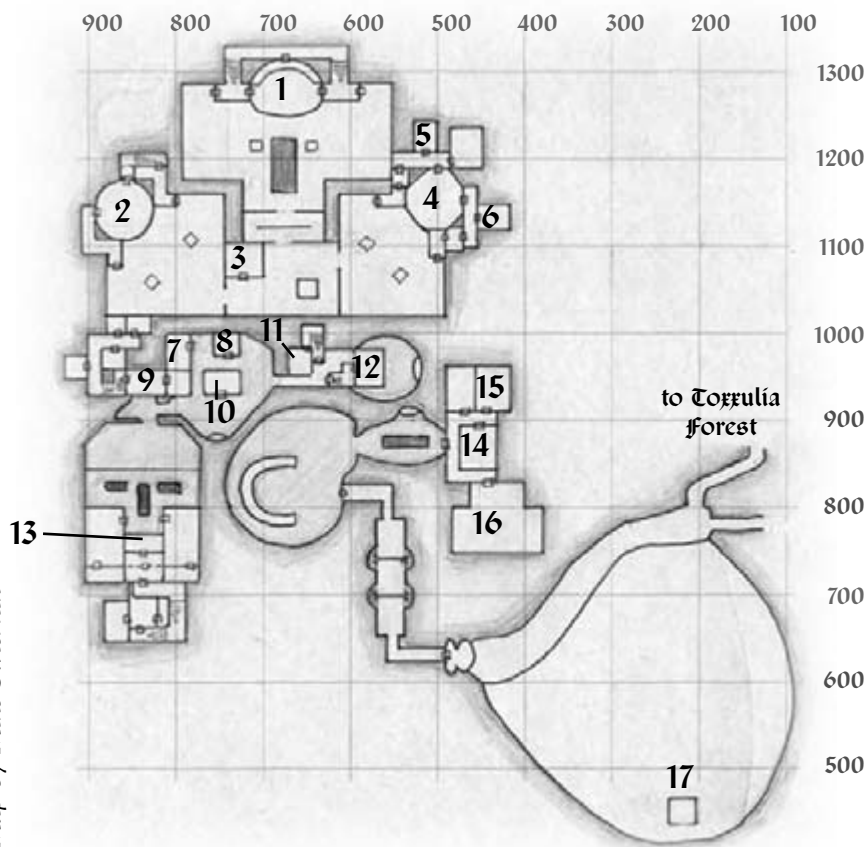
kobold caster, runt, scout, sentry, Shaman, watcher  
weird kobold

### Others

|                       |                            |                    |                 |
|-----------------------|----------------------------|--------------------|-----------------|
| abandoned heretic pet | giant piranha              | palace courier     | spiderling      |
| briar snake           | heretic prophet, recruiter | piranha            | The Gate Bandit |
| decaying skeleton     | Ilanic's skeleton          | pixie              | thistle snake   |
| fire beetle           | infected rat               | skeleton           | widow hatchling |
| fish                  | moss snake                 | skunk, large skunk | willowisp       |



Map by Mike Swiernik



1. **Overlord's Hall**
2. **Library**
3. **Shop** (pottery wheel and kiln)
4. **Tabernacle of Terror / Cleric Guild**
5. **Merchants** – chain mail armor, blunt weapons
6. **Merchants** – shields, blunt weapons
7. **False Idols** (pottery wheel and kiln inside) – pottery supplies
8. **The Final Reckoning / Bank**
9. **Shackled Spirits / Dancing Skeletons** (brew barrel inside, inn upstairs) – alcohol
10. **Superior Supplies** – food, other goods [top floor] **Poison Petal** – alchemy supplies
11. **Good Iva's Tasty Treats** (oven inside) – food, cooking supplies
12. **Sinfully Handsome** – cloth armor, leather armor
13. **The Abbatoir - Necromancer Guild**
14. **The Fell Blade / Shadow Knight Guild** – leather armor, two-handed slashing weapons
15. **Merchant** (forge inside) – plate armor
16. **PvP area**
17. **Observatory**

### Look for Kelkarn in Paineel

This is a true tale, and one the Bards tell only to other Bards. It's not to be told to scare the kiddies around the fire ere they're tucked in on a midwinter night. This is a true horror, my young friend, and it could have happened to you as easily as to poor Kelkarn.

A hundred years ago, Kelkarn was a Bard of some skill. Not one of the great ones ... not yet, anyway, but a fine performer

and a particularly promising composer. He wandered the plains of Karana, honing his craft and playing for his supper.

One day he was caught out in a great and sudden storm. The only shelter he could find was a wagon, wherein he was greeted by an ancient crone with a shrouded face. Hearing he was a Bard, the old woman asked Kelkarn to listen to a piece she had begun, but never finished. As a gracious guest, he could not refuse.

The hag produced a magnificent lute all inlaid with opal, and played for Kelkarn a strange and wild piece like nothing he had ever heard. When she stopped playing, she told Kelkarn that the opal lute could be his, if he but finished the piece.

Innocently, Kelkarn accepted the commission. Poor unknowing fool! Was he somehow singled out for this cruel infernal jest, or was it mere happenstance that brought the curse upon him? None may ever know.







If I were spinning a tale to frighten yokels, the next bit would be long and blood-curdling, but you're a brother in the craft so I'll tell you straight. The song drove Kelkarn quickly mad. He conceived the notion that the only way to ever finish it would be to pay for his inspiration in blood. Many innocent folk died slow and horrid deaths at Kelkarn's hands, their blood spilled in the service of his hellish song.

Did he finish the song? Oh aye, he did. He finished it on the very night that the cityfolk found him and captured him and carried him off to die for his crimes.

In his cell, awaiting the gallows, Kelkarn was visited by the selfsame hag who had first cursed him, come to pay her unholy debt. She appeared from a shadow, gave him the foul lute she'd promised, and vanished again.

Kelkarn played 'til dawn, wildly and constantly repeating the song that had doomed him. None dared approach his

cell until the music stopped. When they did, they found naught but a pile of bloody bones. The music had flayed the very flesh away from Kelkarn's body. When they gathered the bones, they found them all to be made of glistening opal. They buried the bones in a secret place, and the evil lute with them.

If this were the end of the tale it would be awful enough, but there is a coda. The bones of Kelkarn were found and stolen, and his soul was ripped from its otherworldly fate. Today a glistening skeleton, Kelkarn plays in an inn called Shacked Spirits, in Paineel. He is still mad, though restrained from violence by the magicks of his masters. It is said he speaks only in rhyme. It was a foul deed, and I do not wish to speak further of it.





# Kunark

Kunark is the most mysterious of all the continents and, therefore, of high interest to intrepid travelers. The main city of the Iksar is Cabilis, built near the Lake of Ill Omen, central to the continent. The palace of Emperor Vekin is under construction and is expected to be a glorious structure befitting the ruler of the Iksar race.

Any other information we have on Kunark is rumor. It is shared here with the proviso that the traveler be forewarned.

The history of these lands — indeed, the history of all of Kunark — befits the names of known areas of the island. Across the Frontier Mountains, to the northwest of Cabilis, are the Burning Wood (the remnant of a draconian struggle) and the Overthere. Northeast of Cabilis is the renowned Field of Bone, site of much interest to those who wish to do battle.

Other areas include the Broken Teeth mountains, Trakanon's Teeth, the Emerald Jungle (reported lair of Trakanon himself), the Hills of Disdain, and The Dreadlands.

## Travelling To (and From) Kunark

### Good-Aligned Races

From Antonica, take the boat from Freeport docks all the way to Butcherblock Mountain (do not get off at the first stop). Get off at Butcherblock and run to the end of the dock. Turn right and go to the last dock. Follow the directions from Butcherblock (next paragraph).

From Butcherblock run to the docks, go to the last dock on your left (while facing the water). At the end of that dock you will see four small platforms independent of the dock. If they are not there, they will return soon. Stand or sit on one of the four and wait until they move. They will take you into the next zone where you can get on the boat. Carefully watch as your platform meets the boat — if it's dark it can be difficult to see





the platform. If you fall in the water you will have little time to get on the boat before it takes off. Once on the boat sit back and enjoy the ride. After you zone into Fironia Vie get off at the first stop.

Once you arrive at Fironia Vie, an excellent starting zone is the Lake of Ill Omen (for levels 1-40+) or the Dreadlands (for 35-50). The outskirts of Fironia Vie are suitable for levels 20-35. The rest is up to you to explore. Good luck and happy hunting.

## Evil-Aligned Races

From the docks in the Oasis of Mar, the barges carry you into the Timorous Deep zone, and stop at a small island. There is no dock, so you have to wade to the beach. With your back to the water, follow the rocky outcropping on your right until you reach a dock guarded by Ogres. Wait here for the ship to Kunark. Note that you can't bind yourself in the Timorous Deep zone. The boat is a weather-beaten wreck (literally), called the *Bloated Belly*. Climb on board, and enjoy the ride. Get off when it stops at the docks in the evil races' outpost in The Overthere. Note that you get *on* the boat on the starboard (right) side, but get *off* of it on the port (left) side.

For Evil races landing in The Overthere, this zone contains one area suitable for levels 15-25 and another suitable for 35-45.

## Iksar

Good characters may take the route from the Oasis, and evil characters may take the route from Butcherblock, using all the evasion techniques they would normally use to avoid the notice of races that hate them. Iksar must *always* use evasion techniques, as they are hated by good and evil alike. Luckily for the Iksar, their natural swimming ability is a help in reaching a boat to stow away, and in jumping overboard to swim for an out-of-the-way landing spot.

**Travel from Kunark** by reversing either set of directions above.

## Words to the Wise

It is strongly advised that characters under level 30 do not teleport to Kunark. The teleport arrival point is deadly, and has been the death of many a new traveler to the area. Unless, of course, you have a friend to guide you.

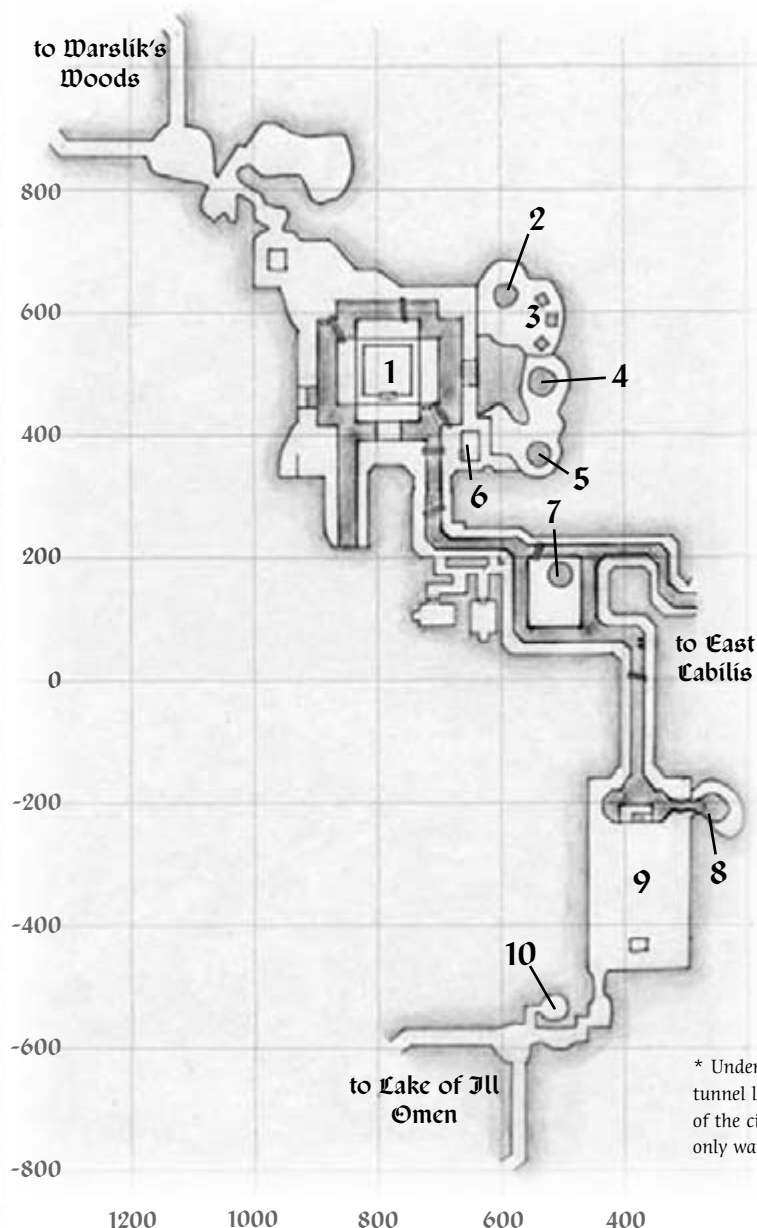
# Cabilis

Whatever one's opinion of the Iksar, the reports of Cabilis paint a picture of a town as elaborate and extensive as any on Norrath. Divided into an east and west zone, and surrounded by a number of newbie zones, Cabilis is rumored to support a thriving local merchant trade, which offers everything from the basics of food and water to precious gems and armors of rare hides.

Cerisss had spent enough time exploring Cabilis and he was running out of food. He knew he had to get busy. Merchants were always an annoying lot when it came to gossip, so Cerisss went to the Hagggle Barons building and listened. He got two names. Klok somebody (Mugruk?) needed some help and Warlord Zyzz was paying for killing those irritating scorpions!



# West Cabilis



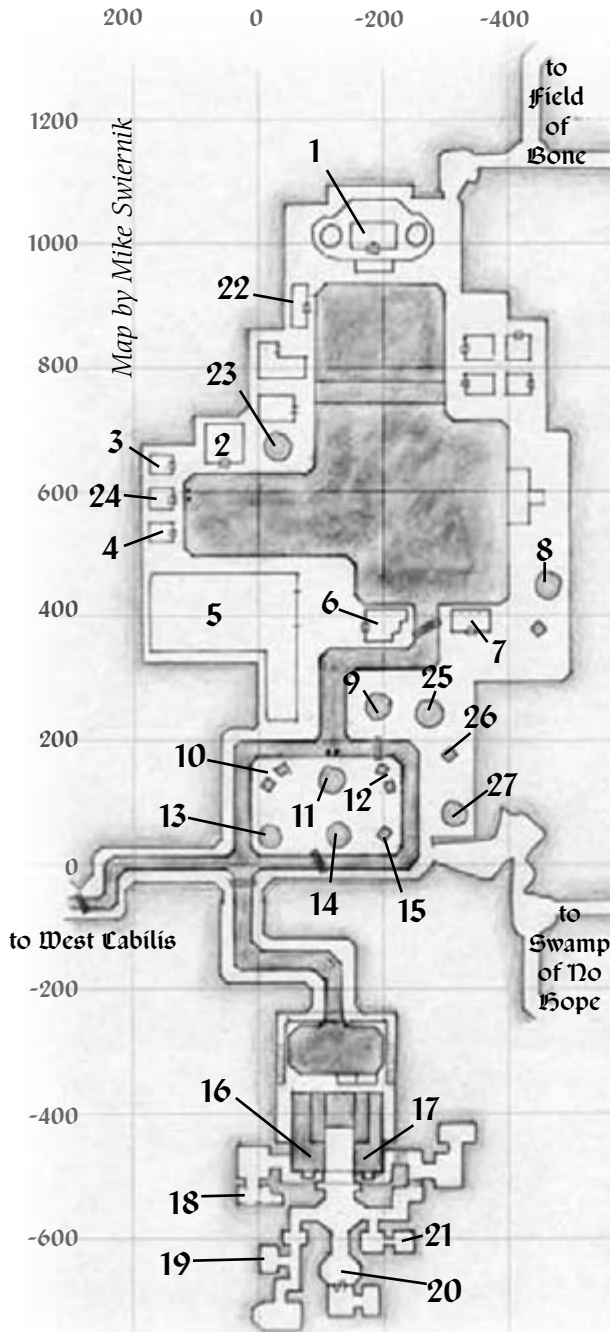
1. **Tower of Death / Necromancer Guild Hall Merchant** – Necromancer equipment, books, gems
2. **Merchant** – ivory weapons
3. **Merchants** – rhinohide armor, arrow fletching supplies
4. **Merchant** – food items, other goods
5. **Merchant** – medium cloth armor
6. **Mortuary** – embalming supplies  
**Merchant** – high-level Necromancer spells
7. **The Haggie Baron's Manor** – all alchemy supplies, potions, lightstones, dufrenite
8. **Keeper's Grotto** – Necromancer spells\*
9. **The Gauntlet / PvP area**
10. **Iksar Hermit**

\* Underneath the **Keeper's Grotto** (#8 above) is a tunnel leading to a section of catacombs to the east of the city, as well as a maze area. Once in, your only way out is to make your way through the maze.

Map by Mike Swiernik

# Cities of Kunark: Cabilis

## East Cabilis



1. **Temple of Terror / Shaman and Shadow Knight Guild Hall\***
2. **The Block / Bank**
3. **Merchant** – gems, metals, jewelry kits
4. **Merchant** (oven inside) – cooking supplies, pastries, cookbooks
5. **Court of Pain / Monk Guild** – Monk supplies, Iksar history books
6. **The Haggie Baron's Manor**—bristle silk armor
7. **The Haggie Baron's Quarters**
8. **Merchant** – food items
9. **Merchant** (kiln and pottery wheel outside) – pottery supplies
10. **Merchants** – tailoring, cloth armor
11. **Merchant** – local treats
12. **Merchants** – bowyer, fishing supplies
13. **Merchant** – containers
14. **Merchant** (community loom) – rhinohide armor
15. **Merchants** – survival gear
16. **Weaponsmith** (forge nearby) – blunt weapons, pike and mancatcher molds
17. **Merchant** – weapons
18. **Merchant** – weapons, shields
19. **Merchant** – lupine scale armor
20. **Fortress Talishan / War Baron's Chamber** [Warrior guild master, trainers]
21. **War Historian** – cooking and lore books
22. **Tink n' Babble** (brew barrel inside)— alcohol
23. **Merchants** (brew barrel nearby) – alcohol, brewing supplies
24. **Merchant** – basic blacksmithing molds
25. **Merchant** (forge nearby) – blacksmithing armor molds, sheet metal, pottery molds
26. **Merchant** – ore, sharpening stones, clay
27. **Merchant** – sewing patterns and guides

\*The east tower of the **Temple of Terror / Shaman and Shadow Knight Guild Hall** (#1 above) leads down to some catacombs to the east of the main city which are filled with newbie creatures and very deadly pit traps (if you even survive the initial fall). These eventually lead to an underwater tunnel that comes out underneath the eastern boat dock at 600, -400.



# Lake of Ill Omen Newbie Zone

## Personalities

|                        |                           |                                                      |              |
|------------------------|---------------------------|------------------------------------------------------|--------------|
| Bruiser Noz            | Klok Foob, Gnask, Sargin, | Trooper Curlish, Digidul,                            | Warlord Geot |
| Crusader Deezin, Swype | Vydl                      | Eshzik, Frogzin,<br>Hegwez, Kypog, Larrin,<br>Selbat |              |

## Goblins

goblin brawler, hunter, outrider, scout, skirmisher, soothsayer, spirit caller, warlord, Warrior, watcher, whelp

## Iksar

Iksar bandit, brigand, exile, footpad, manslayer, marauder, pariah

## Sarnak

sarnak adherant, broodling, conscript, crypt raider, dragoon, flunkie, hatchling, recruit, revealer, youth

## Others

|                                                       |                                                                                               |                                                                                         |                                           |
|-------------------------------------------------------|-----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------|-------------------------------------------|
| barracuda, bloodgill,<br>deepwater, large,<br>stuffed | charbone skeleton, lesser<br>greater icebone<br>greater scalebone<br>icebone skeleton, lesser | sabertooth cat, cub,<br>grimalkin, kit, kitten,<br>tiger, tigress<br>scalebone skeleton | skeleton, decaying,<br>greater, war boned |
| bloodgill goblin                                      |                                                                                               |                                                                                         |                                           |

# Maralik's Woods

## Personalities

|                     |                                   |                                          |                               |
|---------------------|-----------------------------------|------------------------------------------|-------------------------------|
| Captain Gideen      | Klok Dogron, Gragin,              | Troopers Agash, Elpiz,                   | Troopers Roklon, Syldon,      |
| Crusader Eaxl, Myxl | Kogrin, Nogolin,<br>Rogalin, Ryre | Gepwyz, Kroniz,<br>Lunmiz, Melzok, Olon, | Uzin, Walrun<br>Warlord Vyzer |

## Goblins

goblin aggressor, bloodtracer, bonecaster, brawler, hextracer, hunter, outrider, scout, skirmisher, soothsayer, spirit caller, thief, warlord, Warrior, watcher, whelp, witchdoctor

## Iksar

Iksar bandit, brigand, exile, footpad, knight, manslayer, marauder, pariah

## Scaled Wolves

scaled wolf, scaled wolf cub, elder, hunter, pup, stalker, tracker

## Others

|                   |                                                |                          |                                                    |
|-------------------|------------------------------------------------|--------------------------|----------------------------------------------------|
| decaying skeleton | forest giant, evergreen,<br>greenwood, sapling | rogue Shaman<br>skeleton | skulking brute, pygmy<br>brute, brutling, runtling |
|-------------------|------------------------------------------------|--------------------------|----------------------------------------------------|

## Swamp of No Hope Newbie Zone

### Personalities

|                         |                         |                           |                       |
|-------------------------|-------------------------|---------------------------|-----------------------|
| Blackbone, Blackwing    | Dreesix Ghoul tongue    | Grimewurm                 | Thirgus, Torgis       |
| Bleeder                 | Ebon Bloodrose          | Grizshnok                 | Trooper Gubb, Harkee, |
| Bloodgorge, Bloodskull, | Fakraa the Forsaken     | Heartblood Fern           | Inkin, Keat, Lorgen,  |
| Bloodvein               | Fangor                  | Horkak the Dead           | Nilzik, Nodfod, Nubb  |
| Bulsgor                 | Farik the Vile          | Ichorspike                | Two Tails             |
| Captain Nedar           | Fisherman Grik          | Klok Bygle, Gokrok, Migo, | Vissix                |
| Crackclaw               | Footman Moglok          | Roshin                    | Warlord Hikyg         |
| Crookspine              | Frayk                   | Mystic Dovan              | Weeping Mantrap       |
| Crusader Litia, Savot   | Froglok berserker       | Old Hangman               | Woggir                |
| Deadeye                 | Froszik the Impaler     | Scalek                    | Zagran the Mad        |
| Dred                    | Galeech, Gluttik, Gorge | Soblohg                   |                       |

### Iksar

Iksar bandit, brigand, exile, footpad, manslayer, marauder, pariah

### Froglok

escaped Froglok slave, bounder, escort, fisher, gaz knight, gaz Shaman, gaz Warrior, impaler, raider, shin Shaman, tad, ton Shaman, ton Warrior, tuk knight, tuk Shaman, tuk Warrior, vis Shaman

### Others

|                          |                          |                           |                      |
|--------------------------|--------------------------|---------------------------|----------------------|
| bloodvein mosquito       | giant swamp leech        | large mosquito            | mosquito             |
| charbone skeleton        | greater scalebone        | lesser charbone skeleton  | scalebone skeleton   |
| decaying skeleton        | greater skeleton         | lesser icebone skeleton   | scourgewing mosquito |
| giant bloodvein mosquito | icebone skeleton         | man-eating creeper, fern, | skeleton             |
| giant marsh leech        | insatiable devourer      | plant, shrub, vine        | swamp leech          |
| giant mire leech         | insatiable gnawer        | marsh leech               | venomous lamprey     |
| giant morass leech       | insatiable nibbler       | mire leech                | venomwing            |
| giant mosquito           | large bloodvein mosquito | morass leech              | war boned skeleton   |

## Field of Bone Newbie Zone

### Personalities

|                |                 |                          |                          |
|----------------|-----------------|--------------------------|--------------------------|
| Crusader Bodli | Gharg Oberbord  | Klok Acet, Canip, Naman, | Trooper Chikzik, Grouko, |
| Crusader Quarq | Jairnel Marfury | Tugin                    | Harpin, Mozo, Taer       |
|                |                 |                          | Warlord Zyz              |

### Iksar

Iksar bandit, brigand, footpad, manslayer, marauder, pariah

### Others

|                          |                            |                        |                         |
|--------------------------|----------------------------|------------------------|-------------------------|
| bonebinder, bonebinder   | carion beetle hatchling    | rogue Shaman           | skeletal jester         |
| hatchling                | carion shredder            | scalebone skeleton     | skeleton, decaying,     |
| bonecrawler, bonecrawler | emerald fencer, scarab     | scaled wolf, wolf cub, | greater, militiskeleton |
| hatchling                | greater scalebone          | hunter, pup, stalker,  | Sythrax guardian        |
| burynai burrower,        | heartsting scorpion, large | wolf tracker           | tangrin                 |
| excavator, sapper        | lesser charbone skeleton   | scorpion, large, giant | targishin               |
| burynaibane spider       | lesser icebone skeleton    | servant of Sythrax     |                         |



## Look for Klok Poklon in Cabilis

The Iksar trooper was not happy. "Hmph. I'm off duty and still cannot have a tankard of your Legion Lager?"

"My blood runs warm to think that I'll never be able to sell any more of it," Klok Poklon replied. "You were careful and yet it has been banned ... sad, I am."

On the outside, Poklon wore the look of an upset Master Brewer. On the inside, he was proud to think one of his brews was so good that the Legion had banned it!

The Haggie Baron had given Klok Poklon a special place to live and few coins — a pittance, really, against all the money he stood to gain selling it under a new name, at a much higher price, after the controversy had died down.

"Then I'll take some of your Days Past Beer, Klok," the trooper said.

Poklon wasn't put off by the guard's use of his title. He considered it to be an honor to be held in such esteem by the Haggie Baron. He pulled the guard's tankard and gave it to the disappointed Iksar with a deep sigh.

After the trooper joined his companions, Poklon went to washing the used tankards. Dip. Dip. Dip. Wipe. Wipe. Wipe. Soon, he noticed another Iksar sitting at the bar. He hadn't seen the female before.

"Can I get you anything?" Poklon asked.

"Yes," she replied. "I need some information."

Poklon nudged his tip container closer to the woman. "Oh, I assure you that whatever my patrons tell me is confidential."

Glaring at Poklon, the female took a few coins from her pouch and dropped them into the container.

Enough for a little information. Not enough for anything important. Poklon could tell by the sound.

"I'm looking for a Human," she said in a low voice.





## Cities of Kunark: Cabilis

Poklon looked confused. "To eat?"

She moved closer to Poklon. "No, you fool."

Reaching under the counter, Poklon took out a cleaning rag. "Ah, if you wish to add insults, that will cost much more." He moved a space or two down the bar from the female.

She moved toward him and grabbed his hand. "It's important, Klok Poklon."

Poklon sighed. "What is your question?"

She glanced over her shoulder when the group of guards got up and left. He and this female were now alone.

"I'm sorry," she said as she took her claws off his arm. "I was supposed to meet a Human sorcerer outside your place two days ago. He never showed up. I need him to ... well, that's none of your business."

Poklon suddenly knew exactly who this woman was and exactly the Human she was looking for. "I might have ... no, I'm not sure," Poklon said.

The female hissed and dropped several gems on the bar. "Does this help?"

Poklon carefully looked at the gems, holding them up to the light to see what they were worth. He discovered that they were worth quite a bit. He scooped them up and tossed them in his secret box.

"Was his name Kleanor?" Poklon asked.

"Yes!" she replied.

Poklon shook his head. "I'm sorry, dear lady. He was arrested several days ago." He patted her hand as he saw her begin to get upset. "Be calm. He was no sorcerer. He was arrested for scheming. Apparently, he would promise Iksar safe passage to Antonica. Once he had their money, he would leave, never to be seen again. Did he take much from you?"

She was stunned, but answered, "N ... no, I was to meet him here to pay him."

Poklon grinned inside, but kept a somber demeanor outside. He lowered his voice and said, "Well then, today is your lucky day. Your generosity with me is about to pay off. I know a man who can get you away from Cabilis, even off Kunark if necessary."

"You do?" she replied, also in a hushed voice.

He pushed his tip container a little closer again. She started dropping in gems and coins until Poklon was satisfied. He said, "Make your way south ..."

**T**hat idiot! We ssshould jusst leave him in there!"

"Now, Palou," Tsear, the other Iksar hatchling, said, "he'sss of our clutch. We left him alone too long and he ran into that tomb. It'sss our resssponsibility. We look out for each other."

Palou paced. His tail thrashed through the underbrush, marking his frustration with his clutchmate. The three of them were hatched at the same time and had always remained together. "Do you realize what that tomb iss?" Palou asked.

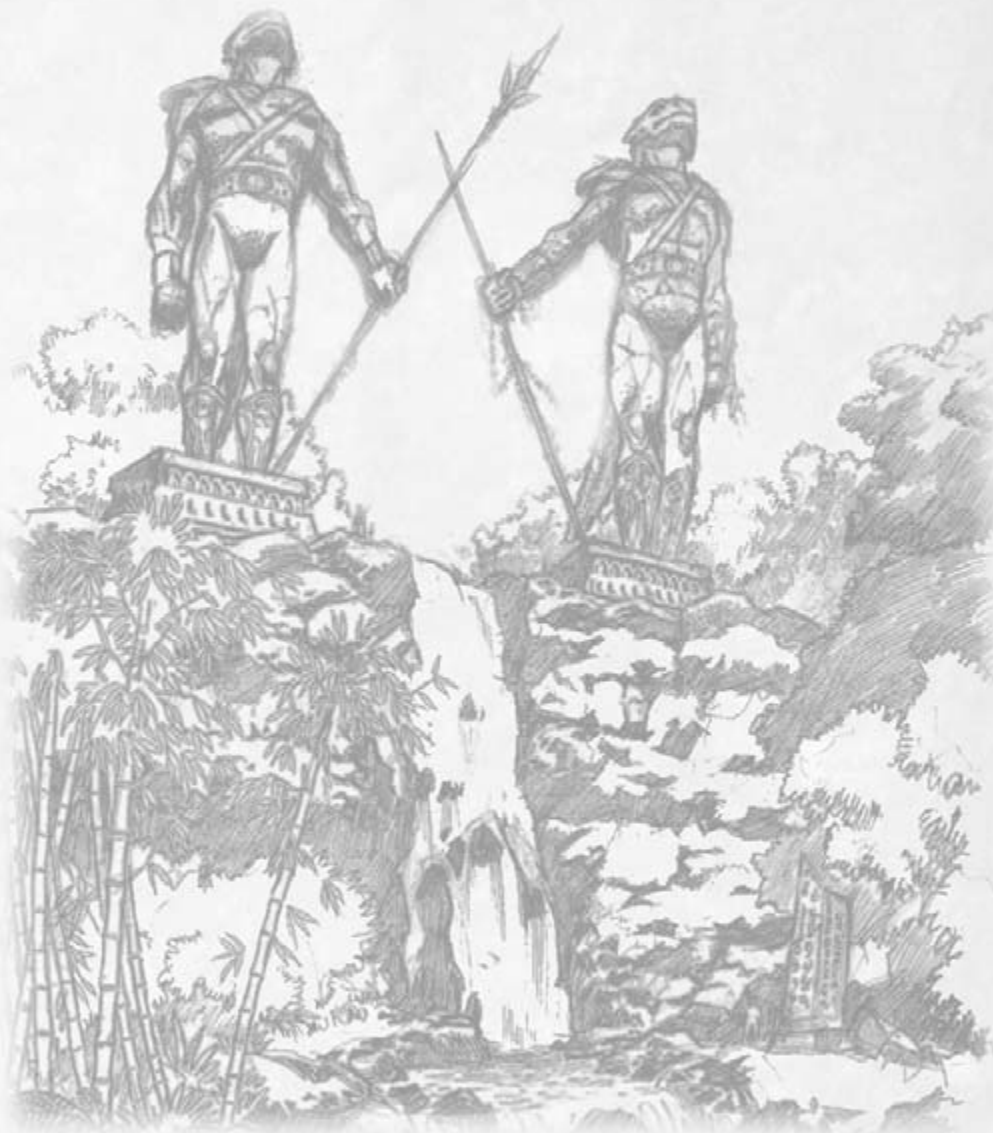
Tsear shrugged. "Jussst an old tomb. They're everywhere."

Palou looked around and pointed to the cliff face. "Sssee that? It'sss a landmark that tellsss me thisss iss the Crypt of Dalnir." Palou let that sink in a moment. "No one leavess that tomb, Tsssear."

Tsear stood and started for the entrance. "We have no choice."

Palou grabbed a rock and knocked Tsear out. As he drug his clutchmate away from the cave, he said to an unconscious Tsear, "Like you sssaid. We look out for each other."





# Items

# Items

There are thousands of items in *EverQuest*, far too many to list in the next 30 pages. What we've got here is a collection of the most common useful items – containers, armor and clothing (p. 350), weapons (p. 363), jewelry (p. 374), and shields and other blocking items (p. 378).

Most of these lists have a few elements in common, so we'll describe them here:

**Size** ranges from 0 (very small) to 4 (very large). Containers list a Size Limit (**Lim.**).

Some items that can be worn also have sizes – **Small**, **Medium** and **Large**. See **Racial Armor & Abilities**, p. 57 for a list of which races can wear which sizes.

**Value** is the most misleading column on any of these tables – so misleading we almost omitted it. This column gives an approximation of how much an *NPC merchant* thinks the item is worth. Of course, he'll pay you less on average, and charge more, than the listed value in this column. Factors such as your Faction and Charisma will affect the price he sets. It quickly becomes obvious that an NPC merchant is often not the best judge of an item's value. In particular, he rarely values magical properties.

Most prices are given in the standard P G S C (platinum, gold, silver, copper) format, although jewelry values are just listed in platinum.

## Containers

Pockets. Nobody but nobody's got pockets in *EverQuest*. Without some sort of container, your character is doomed to carry everything by hand ... and that's not very efficient. As a matter of fact, you only have eight slots for goodies, since two slots are usually devoted to food and drink.

The containers listed below range from the mundane to the exotic. (And we don't include everything – some things you just have to find on your own!) Each container's **Capacity (Cap.**, i.e., how many slots it has) is listed, along with the **Size Limit (Lim.)** for each slot. For example, a Small Bag can carry four items, each no larger than size 2 (Medium). Stackable items can also be stacked inside a container (at 20 per slot). Within each category below, containers are listed in order of their capacity, from the fewest slots to the most slots.

In a few cases, a container actually "reduces" the weight of the items it carries, either magically or by making it physically easier to haul its contents around. (For example, you can carry more weight in a pack on your shoulders, than you can in your arms.) In those cases, **W%** lists how much less weight the container's contents appear to weigh as you carry them around. **Value** gives an approximation of how much the item is worth to an NPC merchant. If

# Items: Containers

a merchant won't buy or sell the container, it's listed as "nfs" (not for sale). If it can't be moved (to take it to a merchant), it is "immobile." In some cases, the container's value is far out of proportion to what it can carry. It may have other special properties – you'll have to put your hands on one and experiment to find what else it can do.

## Trade Containers

You will need a trade container to create items with your trade skills. For a list of trade containers and more information on creating items with trade skills, see **Trade Skills**, p. 190.

## Non-Trade Containers

These are everyday containers for simply holding, storing and carrying stuff.

| Container                                                                                              | Cap. | Lim. | W%  | Value |   |   |   |  |
|--------------------------------------------------------------------------------------------------------|------|------|-----|-------|---|---|---|--|
|                                                                                                        |      |      |     | P     | G | S | C |  |
| <b>Backpacks</b>                                                                                       |      |      |     |       |   |   |   |  |
| Archeologist Pack                                                                                      | 6    | 3    | 25  | 2     | 6 | 0 | 0 |  |
| Featherweight Pouch                                                                                    | 6    | 1    | 5   | 1     | 0 | 0 | 0 |  |
| Backpack                                                                                               | 8    | 3    | -   | 5     | 5 | 0 | 0 |  |
| Travelers Pack                                                                                         | 8    | 3    | 20  | 10    | 0 | 0 | 0 |  |
| Lionhide Backpack                                                                                      | 8    | 3    | 35  | 6     | 8 | 0 | 0 |  |
| Pierce's Pack                                                                                          | 8    | 4    | 50  | 26    | 0 | 0 | 0 |  |
| Shralok Pack                                                                                           | 8    | 4    | 25  | 2     | 6 | 0 | 0 |  |
| Rhinohide Backpack                                                                                     | 8    | 3    | -   | 5     | 5 | 0 | 0 |  |
| Hand Made Backpack                                                                                     | 10   | 3    | -   | 9     | 0 | 0 | 0 |  |
| Bank Box                                                                                               | 10   | 3    | -   | 30    | 0 | 0 | 0 |  |
| Tracker's Terrapack                                                                                    | 10   | 3    | 15  | 100   | 0 | 0 | 0 |  |
| <b>Bandoliers</b>                                                                                      |      |      |     |       |   |   |   |  |
| No standard bandoliers are currently available for sale, but look around and see what you can find ... |      |      |     |       |   |   |   |  |
| <b>Bags, Small</b>                                                                                     |      |      |     |       |   |   |   |  |
| Small Bag                                                                                              | 4    | 2    | -   | 1     | 8 | 0 | 0 |  |
| Purse                                                                                                  | 4    | 1    | -   | 1     | 5 |   |   |  |
| Lady's Purse                                                                                           | 4    | 1    | -   | 1     | 5 |   |   |  |
| Ration Bladder                                                                                         | 4    | 1    | -   | 2     | 0 |   |   |  |
| <b>Bags, Large</b>                                                                                     |      |      |     |       |   |   |   |  |
| Body Bag                                                                                               | 2    | 3    | -   | 7     | 5 | 0 | 0 |  |
| Large Bag                                                                                              | 6    | 3    | -   | 3     | 0 | 0 | 0 |  |
| Pierce's Pouch of Storing                                                                              | 8    | 3    | 20  | 11    | 5 | 0 | 0 |  |
| Bag of the Tinkerers                                                                                   | 10   | 4    | 100 | 500   | 0 | 0 | 0 |  |

| Container                | Cap. | Lim. | W%  | Value |   |   |   |  |
|--------------------------|------|------|-----|-------|---|---|---|--|
|                          |      |      |     | P     | G | S | C |  |
| <b>Pouches</b>           |      |      |     |       |   |   |   |  |
| Zimbittle's Pouch        | 4    | 2    | -   | 1     | 0 |   |   |  |
| Cinched Stomach Pouch    | 4    | 2    | -   | 1     | 2 | 5 |   |  |
| Spider Silk Pouch        | 10   | 0    | -   | 1     | 0 | 0 | 0 |  |
| <b>Pouches, Belt</b>     |      |      |     |       |   |   |   |  |
| Belt Pouch               | 4    | 1    | -   | 1     | 5 | 0 |   |  |
| <b>Pouches, Wrist</b>    |      |      |     |       |   |   |   |  |
| Tattered Leather Pouch   | 2    | 0    | -   | 5     | 0 |   |   |  |
| Wrist Pouch              | 4    | 0    | -   | 1     | 0 | 0 |   |  |
| Travelers Pouch          | 4    | 1    | 25  | 7     | 5 | 0 | 0 |  |
| <b>Chests, Small</b>     |      |      |     |       |   |   |   |  |
| Small Clay Jar           | 2    | 2    | -   | 9     | 0 |   |   |  |
| Small Metal Container    | 2    | 2    | -   | 2     | 0 | 0 |   |  |
| Memento Box              | 6    | 1    | 75  | 7     | 5 | 0 | 0 |  |
| Small Box                | 8    | 2    | -   | 2     | 0 | 0 |   |  |
| Darkwood Trunk           | 10   | 4    | 100 | 75    | 0 | 0 | 0 |  |
| <b>Chests, Large</b>     |      |      |     |       |   |   |   |  |
| Tower Coffin             | 2    | 3    | -   | 10    | 0 | 0 | 0 |  |
| Jade Inlaid Coffin       | 2    | 0    | -   | 140   | 0 | 0 | 0 |  |
| Medium Clay Jar          | 4    | 2    | -   | 1     | 0 | 0 |   |  |
| Medium Metal Container   | 4    | 2    | -   | 3     | 5 | 0 |   |  |
| Large Box                | 8    | 3    | -   | 5     | 0 | 0 |   |  |
| Treasure Chest           | 8    | 4    | -   | nfs   |   |   |   |  |
| Large Clay Jar           | 8    | 2    | -   | 1     | 1 | 0 |   |  |
| Large Metal Container    | 8    | 2    | -   | 5     | 0 | 0 |   |  |
| Driftwood Treasure Chest | 10   | 4    | 100 | 50    | 0 | 0 | 0 |  |

# Armor & Clothing

Clothing: it's more than just a fashion statement in Norrath. (Well, to most people it's more.) Even the most basic sort of clothing counts as armor, and in the hostile outlands of EverQuest, armor is your friend. There are thousands of pieces of armor and other clothing that you can wear in EverQuest. Each item gives you at least some defensive protection expressed by its Armor Class (AC); the higher the AC, the better the protection. As with all other items, we're listing the more common armor and clothing here, along with a few of the more exotic pieces. As with all values in this book, the values listed here are approximate numbers. Merchants tend to pay you less, and charge more, than the value listed here for any item. Those pieces whose values are out of proportion to their AC obviously have additional qualities that will bear investigating, if you can get your hands on them.

Some armor and clothing is sized, fitting just small, medium or large characters. Sized items have three weights listed (**Small**, **Medium** and **Large**); all other items fit everyone and have just one weight. (Actually, a very few items are just available for small or large characters; in those cases, the weight is listed under Small or Large.) The only difference between a small, medium or large piece of armor or clothing — other than who can wear it — is its weight: all items of a type have the same AC, value and take up the same number of slots.

A word to the wise. Now, depending on character preferences and their own personal issues, some people will try to pick out clothing and armor according to how it looks, rather than how effective it is. There's nothing wrong with that. Just be aware that the same article of clothing might not look exactly the same on one person as it does on another. There might even be some subtle differences on a gender basis. Before you drop an ungodly amount of platinum on a pair of boots you expect will complete your Shadow Knight's all-black ensemble, ask around. Sometimes it looks one color under the market awnings but changes to an unacceptable color when you put them on.

## Armor & Clothing Locations / Slots

Not all armor and clothing that fit on your head are helmets. Caps, coifs and several other items also protect your head. This first list includes most of the various types of clothing, grouped by the location you can wear them. It should help you figure out where to put that new spaulder or cingulum you acquire. The body location abbreviations in parentheses appear in the tables throughout this section.

# Items: Armor & Clothing

**Head (Hd).** Cap, Coif, Crown, Halo, Headband, Headgear, Helm, Skullcap, Turbin (Turban)

**Face (Fc).** Facemask, Mask, Snout Guard, Snout Mount, Veil, Visor

**Neck (Nc).** Bevor, Choker, Collar, Gorget, Neckguard

**Chest (Ch).** Breastplate, Coat, Gi, Jerkin, Mail, Rib Pad, Robe, Shirt, Tunic

**Shoulders (Sh).** Amice, Harness, Mantle, Pauldrun, Shawl, Shoulder pads, Shoulder Guard, Spaulder

**Back (Bk).** Cape, Cloak, Poncho

**Waist (Wst).** Ab Guard, Belt, Cingulum, Cord, Girdle, Girth, Rib Pad, Sash, Skirt, Tassets, Waistband

**Arms (Arm).** Armband(s), Arm Guards, Armplates, Sleeves, Vambraces

**Wrists (Wri).** Bracelet, Bracer(s), Manacle, Trinket, Warband, Wristband(s)

**Hands (Hnd).** Fists, Gauntlets, Gloves, Handwraps

**Legs (Lg).** Greaves, Leggings, Legplates, Pants, Pantaloons, Shin Guards, Skirt, Trousers, Kilt

**Feet (Ft).** Boots, Clogs, Lined Shoes, Sandals, Slippers

## Comparative List of Chest Armor & Clothing

Our second list is a selection of various chest armor and clothing, ordered from lowest to highest AC. This should give you a rough idea of what is available in Norrath, how much protection it will give you, and how much it will cost.

| Item               | Size | Wt  |     |     | Value |   |   |   |   |
|--------------------|------|-----|-----|-----|-------|---|---|---|---|
|                    |      | S   | M   | L   | AC    | P | G | S | C |
| Sparring Rib Pad   | 1    |     | 0.2 |     | 2     | 9 | 0 |   |   |
| Netted Shirt       | 2    |     | 0.5 |     | 4     | 5 | 0 | 0 |   |
| Bristle Silk Tunic | 2    |     | 1   |     | 4     | 2 | 5 | 0 |   |
| Cloth Shirt        | 2    | 0.8 | 1   | 1.3 | 4     | 5 | 0 | 0 |   |
| Curscale Tunic     | 2    |     | 1   |     | 5     | 2 | 5 | 0 |   |
| Raw Silk Robe      | 2    |     | 0.4 |     | 6     | 8 | 5 | 0 |   |
| Woven Tunic        | 2    |     | 0.5 |     | 6     | 1 | 3 | 0 | 0 |
| Damask Robe        | 2    |     | 1   |     | 6     | 1 | 3 | 0 | 0 |
| Patchwork Tunic    | 2    | 2.6 | 3.5 | 4.4 | 6     | 1 | 5 | 0 |   |
| Cured Silk Gi      | 2    |     | 0.1 |     | 8     | 1 | 7 | 5 | 0 |
| Mesh Tunic         | 2    |     | 0.5 |     | 8     | 2 | 6 | 0 | 0 |
| Gossimer Robe      | 2    |     | 1   |     | 8     | 2 | 6 | 0 | 0 |
| Leather Tunic      | 2    | 2.6 | 3.5 | 4.4 | 8     | 2 | 6 | 0 | 0 |
| Rhino Hide         |      |     |     |     |       |   |   |   |   |
| Chest Guard        | 2    |     | 3.5 |     | 8     | 4 | 4 | 0 | 0 |
| Raw-hide Tunic     | 2    | 3.9 | 5.3 | 6.6 | 8     | 1 | 3 | 0 | 0 |
| Small Scarab       |      |     |     |     |       |   |   |   |   |
| Breastplate        | 2    |     | 6   |     | 8     | 4 | 0 | 0 | 0 |
| Werewolf-Hide      |      |     |     |     |       |   |   |   |   |
| Jerkin             | 2    |     | 1   |     | 9     | 2 | 8 | 0 | 0 |
| Studded Tunic      | 2    | 2.6 | 3.5 | 4.4 | 9     | 1 | 9 | 0 | 0 |

| Item               | Size | Wt  |      |      | Value |   |   |   |   |
|--------------------|------|-----|------|------|-------|---|---|---|---|
|                    |      | S   | M    | L    | AC    | P | G | S | C |
| Bear-Hide Jerkin   | 2    |     | 3.5  |      | 9     | 2 | 6 | 0 | 0 |
| Snakeskin Jerkin   | 2    |     | 3.5  |      | 9     | 2 | 6 | 0 | 0 |
| Split Paw Hide     |      |     |      |      |       |   |   |   |   |
| Tunic              | 0    |     | 4    |      | 9     | 4 | 0 | 0 | 0 |
| Reinforced Tunic   | 2    | 2.6 | 3.5  | 4.4  | 11    | 2 | 6 | 0 | 0 |
| Dwarven Ringmail   |      |     |      |      |       |   |   |   |   |
| Tunic              | 2    |     | 4.5  |      | 12    | 4 | 6 | 0 | 0 |
| Chainmail Coat     | 2    | 5.6 | 7.5  | 9.4  | 12    | 7 | 0 | 0 | 0 |
| Lupine Scale       |      |     |      |      |       |   |   |   |   |
| War Tunic          | 2    |     | 7.5  |      | 12    | 7 | 0 | 0 | 0 |
| Bloodforge Mail    | 2    |     | 9    |      | 12    | 4 | 0 | 0 | 0 |
| Blackened Iron     |      |     |      |      |       |   |   |   |   |
| Mail               | 2    |     | 9    |      | 12    | 7 | 0 | 0 | 0 |
| Ringmail Coat      | 2    | 7.5 | 10   | 12.5 | 12    | 4 | 4 | 0 | 0 |
| Brown Chitin       |      |     |      |      |       |   |   |   |   |
| Protector          | 3    |     | 10   |      | 12    | 3 | 2 | 0 | 0 |
| Bloodstained Tunic | 2    |     | 6.5  |      | 13    | 4 | 9 | 0 | 0 |
| Banded Mail        | 2    | 5.6 | 7.5  | 9.4  | 15    | 4 | 4 | 0 | 0 |
| Chitin Shell Armor | 2    |     | 6.5  |      | 17    | 3 | 5 | 0 | 0 |
| Steel Breastplate  | 3    | 7.5 | 10   | 12.5 | 17    | 7 | 5 | 0 | 0 |
| Bronze Breastplate | 3    | 9.4 | 12.5 | 15.6 | 17    | 4 | 4 | 0 | 0 |

## Sets of Armor & Clothing

The third list includes various sets of armor and clothing, sorted by material. Here you can find stats on all the pieces of cloth, leather or banded armor (for example) that can be acquired. We don't note any magical qualities for any of these items, and the rarest armors aren't listed here, either. Some things you just have to find out on your own.

The following sets of armor are loosely grouped into related sets – i.e., cloths, hides, and metals or other hard materials. Within each section (Cloth, for example), items are listed by armor class, from lowest to highest.

| Item                         | Size | Wt  |     |     | AC | Value |   |   |   |  |
|------------------------------|------|-----|-----|-----|----|-------|---|---|---|--|
|                              |      | S   | M   | L   |    | P     | G | S | C |  |
| Cloth                        |      |     |     |     |    |       |   |   |   |  |
| Veil (Fc)                    | 1    | 0.2 | 0.2 | 0.3 | 1  | 1     | 6 | 0 |   |  |
| Choker (Nk)                  | 1    | 0.2 | 0.2 | 0.3 | 1  | 1     | 6 | 0 |   |  |
| Shawl (Sh)                   | 1    | 0.2 | 0.3 | 0.4 | 1  | 1     | 8 | 0 |   |  |
| Cord (Wst)                   | 1    | 0.2 | 0.2 | 0.3 | 1  | 1     | 8 | 0 |   |  |
| Wristband (Wri)              | 1    | 0.2 | 0.3 | 0.4 | 1  | 1     | 8 | 0 |   |  |
| Cap (Hd)                     | 1    | 0.2 | 0.2 | 0.4 | 2  | 2     | 0 | 0 |   |  |
| Cape (Bk)                    | 2    | 0.4 | 0.5 | 0.6 | 2  | 2     | 6 | 0 |   |  |
| Sleeves (Arm)                | 1    | 0.3 | 0.4 | 0.5 | 2  | 2     | 2 | 0 |   |  |
| Gloves (Hnd)                 | 1    | 0.3 | 0.4 | 0.5 | 2  | 2     | 6 | 0 |   |  |
| Sandals (Ft)                 | 1    | 0.4 | 0.5 | 0.6 | 2  | 2     | 6 | 0 |   |  |
| Pants (Leg)                  | 2    | 0.5 | 0.7 | 0.9 | 3  | 3     | 4 | 0 |   |  |
| Shirt (Ch)                   | 2    | 0.8 | 1   | 1.3 | 4  | 5     | 0 | 0 |   |  |
| Tattered (T) & Patchwork (P) |      |     |     |     |    |       |   |   |   |  |
| T Mask (Fc)                  | 1    | 0.3 | 0.4 | 0.5 | 2  | 1     | 5 | 0 |   |  |
| T Gorget (Nk)                | 1    | 0.4 | 0.5 | 0.6 | 2  | 1     | 5 | 0 |   |  |
| T Shoulderpads (Sh)          | 1    | 1.1 | 1.5 | 1.9 | 2  | 1     | 5 | 0 |   |  |
| T Belt (Wst)                 | 1    | 0.8 | 1   | 1.3 | 2  | 1     | 5 | 0 |   |  |
| T Wristbands (Wri)           | 1    | 0.8 | 1   | 1.3 | 2  | 1     | 5 | 0 |   |  |
| T SkullCap (Hd)              | 1    | 0.5 | 0.6 | 0.8 | 3  | 1     | 5 | 0 |   |  |
| P Cloak (Bk)                 | 2    | 1.5 | 2   | 2.5 | 3  | 1     | 5 | 0 |   |  |
| P Sleeves (Arm)              | 1    | 1.1 | 1.5 | 1.9 | 3  | 1     | 5 | 0 |   |  |
| T Gloves (Hnd)               | 1    | 1.1 | 1.5 | 1.9 | 3  | 1     | 5 | 0 |   |  |
| P Boots (Ft)                 | 1    | 1.9 | 2.5 | 3.1 | 3  | 1     | 5 | 0 |   |  |
| P Pants (Leg)                | 2    | 3   | 4   | 5   | 4  | 1     | 5 | 0 |   |  |
| P Tunic (Ch)                 | 2    | 2.6 | 3.5 | 4.4 | 6  | 1     | 5 | 0 |   |  |

| Item                 | Size | Wt  |   |   | AC | Value |   |   |   |   |
|----------------------|------|-----|---|---|----|-------|---|---|---|---|
|                      |      | S   | M | L |    | P     | G | S | C |   |
| Silk, Bristle        |      |     |   |   |    |       |   |   |   |   |
| Veil (Fc)            | 1    | 0.2 |   |   | 1  | 1     | 3 | 0 |   |   |
| Neckerchief (Nk)     | 1    | 0.2 |   |   | 1  | 1     | 3 | 0 |   |   |
| Shawl (Sh)           | 1    | 0.3 |   |   | 1  |       |   | 9 | 0 |   |
| Sash (Wst)           | 1    | 0.2 |   |   | 1  |       |   | 9 | 0 |   |
| Wristband (Wri)      | 1    | 0.3 |   |   | 1  |       |   | 9 | 0 |   |
| Cap (Hd)             | 1    | 0.2 |   |   | 2  |       |   | 1 | 0 | 0 |
| Cape (Bk)            | 2    | 0.5 |   |   | 2  |       |   | 1 | 3 | 0 |
| Sleeves (Arm)        | 1    | 0.4 |   |   | 2  |       |   | 1 | 1 | 0 |
| Gloves (Hnd)         | 1    | 0.4 |   |   | 2  |       |   | 1 | 3 | 0 |
| Stockings (Feet)     | 1    | 0.5 |   |   | 2  |       |   | 1 | 3 | 0 |
| Knickerbockers (Leg) | 2    | 0.7 |   |   | 3  |       |   | 1 | 7 | 0 |
| Tunic (Ch)           | 2    | 1   |   |   | 4  |       |   | 2 | 5 | 0 |
| Silk, Cured          |      |     |   |   |    |       |   |   |   |   |
| Mask (Fc)            | 1    | 0.1 |   |   | 2  | 7     | 0 | 0 |   |   |
| Collar (Nk)          | 1    | 0.1 |   |   | 3  | 9     | 5 | 0 |   |   |
| Mantle (Sh)          | 1    | 0.1 |   |   | 3  | 1     | 3 | 5 | 0 |   |
| Sash (Wst)           | 1    | 0.1 |   |   | 3  | 9     | 5 | 0 |   |   |
| Wristbands (Wri)     | 1    | 0.1 |   |   | 3  | 9     | 5 | 0 |   |   |
| Headband (Hd)        | 1    | 0.1 |   |   | 4  | 1     | 2 | 0 | 0 |   |
| Cloak (Bk)           | 2    | 0.1 |   |   | 4  | 1     | 3 | 5 | 0 |   |
| Sleeves (Arm)        | 1    | 0.1 |   |   | 4  | 1     | 3 | 5 | 0 |   |
| Handwraps (Hnd)      | 1    | 0.1 |   |   | 4  | 1     | 3 | 5 | 0 |   |
| Sandals (Ft)         | 1    | 0.1 |   |   | 4  | 9     | 5 | 0 |   |   |
| Leggings (Leg)       | 2    | 0.1 |   |   | 5  | 1     | 6 | 0 | 0 |   |
| Gi (Ch)              | 2    | 0.1 |   |   | 8  | 1     | 7 | 5 | 0 |   |



# Items: Armor & Clothing

| Item             | Size | Wt |     |   | AC | Value |   |   |   |
|------------------|------|----|-----|---|----|-------|---|---|---|
|                  |      | S  | M   | L |    | P     | G | S | C |
| Silk, Raw        |      |    |     |   |    |       |   |   |   |
| Mask (Fc)        | 1    |    | 0.4 |   | 2  | 3     | 2 | 5 |   |
| Collar (Nk)      | 1    |    | 0.4 |   | 2  | 3     | 9 | 0 |   |
| Mantle (Sh)      | 1    |    | 0.4 |   | 2  | 4     | 5 | 0 |   |
| Sash (Wst)       | 1    |    | 0.4 |   | 2  | 4     | 5 | 5 |   |
| Wristbands (Wri) | 1    |    | 0.4 |   | 2  | 3     | 9 | 0 |   |
| Headband (Hd)    | 1    |    | 0.4 |   | 3  | 4     | 5 | 0 |   |
| Cloak (Bk)       | 2    |    | 0.4 |   | 3  | 4     | 5 | 0 |   |
| Sleeves (Arm)    | 1    |    | 0.4 |   | 3  | 4     | 5 | 0 |   |
| Gloves (Hnd)     | 1    |    | 0.4 |   | 3  | 4     | 5 | 0 |   |
| Sandals (Ft)     | 1    |    | 0.4 |   | 3  | 4     | 5 | 0 |   |
| Leggings (Leg)   | 2    |    | 0.4 |   | 4  | 4     | 5 | 0 |   |
| Robe (Ch)        | 2    |    | 0.4 |   | 6  | 8     | 5 | 0 |   |

## Woven

|                  |   |  |     |  |   |   |   |   |   |
|------------------|---|--|-----|--|---|---|---|---|---|
| Collar (Nk)      | 1 |  | 0.1 |  | 2 | 6 | 0 | 0 |   |
| Girth (Wst)      | 1 |  | 0.1 |  | 2 | 7 | 0 | 0 |   |
| Mask (Fc)        | 1 |  | 0.1 |  | 2 | 5 | 0 | 0 |   |
| Mantle (Sh)      | 1 |  | 0.2 |  | 2 | 9 | 0 | 0 |   |
| Wristbands (Wri) | 1 |  | 0.2 |  | 2 | 6 | 0 | 0 |   |
| Cap (Hd)         | 1 |  | 0.2 |  | 3 | 8 | 0 | 0 |   |
| Cape (Bk)        | 2 |  | 0.4 |  | 3 | 9 | 0 | 0 |   |
| Gloves (Hnd)     | 1 |  | 0.3 |  | 3 | 9 | 0 | 0 |   |
| Sleeves (Arm)    | 1 |  | 0.3 |  | 3 | 8 | 0 | 0 |   |
| Leggings (Leg)   | 2 |  | 0.4 |  | 4 | 1 | 1 | 0 | 0 |
| Tunic (Ch)       | 2 |  | 0.5 |  | 6 | 1 | 3 | 0 | 0 |

## Hide, Bear

|              |   |  |     |  |   |   |   |   |   |
|--------------|---|--|-----|--|---|---|---|---|---|
| Belt (Wst)   | 1 |  | 1   |  | 4 | 7 | 0 | 0 |   |
| Boots (Ft)   | 1 |  | 2.5 |  | 5 | 2 | 0 | 0 | 0 |
| Gloves (Hnd) | 1 |  | 2.1 |  | 5 | 2 | 0 | 0 | 0 |
| Cape (Bk)    | 2 |  | 2.5 |  | 6 | 2 | 4 | 0 | 0 |
| Jerkin (Ch)  | 2 |  | 3.5 |  | 9 | 2 | 6 | 0 | 0 |

## Hide, Patch

|                     |   |  |     |  |   |   |   |   |   |
|---------------------|---|--|-----|--|---|---|---|---|---|
| Sandals (Ft)        | 1 |  | 0.3 |  | 1 |   |   | 2 | 0 |
| Ab Guard (Wst)      | 1 |  | 1   |  | 2 | 1 | 2 | 5 |   |
| Bracers (Wri)       | 1 |  | 1   |  | 2 | 1 | 2 | 5 |   |
| Mask (Fc)           | 1 |  | 0.4 |  | 2 | 1 | 2 | 5 |   |
| Collar (Nk)         | 1 |  | 0.5 |  | 2 | 1 | 2 | 5 |   |
| Shoulder Guard (Sh) | 1 |  | 1.5 |  | 2 | 1 | 2 | 5 |   |
| Arm Guards (Arm)    | 1 |  | 0.4 |  | 3 | 1 | 6 | 0 |   |
| Gloves (Hnd)        | 1 |  | 1.5 |  | 3 | 1 | 2 | 5 |   |
| SkullCap (Hd)       | 1 |  | 0.6 |  | 3 | 1 | 2 | 5 |   |
| Poncho (Bk)         | 2 |  | 0.5 |  | 4 | 1 | 5 | 0 |   |

| Item              | Size | Wt  |     |     | AC | Value |   |   |   |
|-------------------|------|-----|-----|-----|----|-------|---|---|---|
|                   |      | S   | M   | L   |    | P     | G | S | C |
| Hide, Drake       |      |     |     |     |    |       |   |   |   |
| Sleeves (Arm)     | 1    |     | 0.1 |     | 4  | 4     | 1 | 0 | 0 |
| Leggings (Leg)    | 2    |     | 0.1 |     | 5  | 4     | 5 | 0 | 0 |
| Hide, Raw         |      |     |     |     |    |       |   |   |   |
| Mask (Fc)         | 1    | 0.5 | 0.6 | 0.8 | 2  |       | 5 | 0 | 0 |
| Belt (Wst)        | 1    | 1.2 | 1.5 | 2   | 3  |       | 7 | 0 | 0 |
| Gorget (Nk)       | 1    | 0.6 | 0.8 | 0.9 | 3  |       | 6 | 0 | 0 |
| Shoulderpads (Sh) | 1    | 1.6 | 2.2 | 3   | 3  |       | 9 | 0 | 0 |
| Wristbands (Wri)  | 1    | 1.2 | 1.5 | 1.9 | 3  |       | 6 | 0 | 0 |
| Boots (Ft)        | 1    | 3   | 3.8 | 4.6 | 4  |       | 9 | 0 | 0 |
| Cloak (Bk)        | 2    | 2.2 | 3   | 3.7 | 4  |       | 9 | 0 | 0 |
| Gloves (Hnd)      | 1    | 1.6 | 2.2 | 3   | 4  |       | 9 | 0 | 0 |
| SkullCap (Hd)     | 1    | 0.7 | 0.9 | 1.2 | 4  |       | 8 | 0 | 0 |
| Sleeves (Arm)     | 1    | 1.8 | 2.2 | 3   | 4  |       | 8 | 0 | 0 |
| Leggings (Leg)    | 2    | 4   | 6   | 7.5 | 5  | 1     | 1 | 0 | 0 |
| Tunic (Ch)        | 2    | 3.9 | 5.3 | 6.6 | 8  | 1     | 3 | 0 | 0 |

## Hide, Rhino

|                   |   |  |     |  |   |   |   |   |   |
|-------------------|---|--|-----|--|---|---|---|---|---|
| Snout Guard (Fc)  | 0 |  | 0.4 |  | 2 | 1 | 0 | 0 | 0 |
| Collar (Nk)       | 0 |  | 0.5 |  | 3 | 1 | 2 | 0 | 0 |
| Shoulderpads (Sh) | 1 |  | 1.5 |  | 3 | 1 | 8 | 0 | 0 |
| Waistband (Wst)   | 1 |  | 1   |  | 3 | 2 | 8 | 0 | 0 |
| Wrist Guard (Wri) | 1 |  | 1   |  | 3 | 1 | 4 | 0 | 0 |
| SkullCap (Hd)     | 1 |  | 0.6 |  | 4 | 1 | 6 | 0 | 0 |
| Cape (Bk)         | 3 |  | 2   |  | 4 | 3 | 6 | 0 | 0 |
| Arm Guards (Arm)  | 1 |  | 1.5 |  | 4 | 2 | 6 | 0 | 0 |
| Gloves (Hnd)      | 1 |  | 1.5 |  | 4 | 1 | 8 | 0 | 0 |
| Boots (Ft)        | 1 |  | 2.5 |  | 4 | 1 | 8 | 0 | 0 |
| Leggings (Leg)    | 2 |  | 4   |  | 5 | 4 | 2 | 0 | 0 |
| Chest Guard (Ch)  | 2 |  | 3.5 |  | 8 | 4 | 4 | 0 | 0 |

## Hide, Split Paw

|              |   |  |     |  |   |  |  |   |   |
|--------------|---|--|-----|--|---|--|--|---|---|
| Mask (Fc)    | 0 |  | 0.5 |  | 3 |  |  | 4 | 0 |
| Gloves (Hnd) | 0 |  | 2   |  | 4 |  |  | 4 | 0 |
| Belt (Wst)   | 0 |  | 1   |  | 5 |  |  | 2 | 0 |
| Tunic (Ch)   | 0 |  | 4   |  | 9 |  |  | 4 | 0 |

## Hide, Wolf

|               |   |  |     |  |   |  |  |   |   |
|---------------|---|--|-----|--|---|--|--|---|---|
| Slippers (Ft) | 1 |  | 0.5 |  | 2 |  |  | 2 | 6 |
| Belt (Wst)    | 1 |  | 1   |  | 3 |  |  | 7 | 0 |
| Gloves (Hnd)  | 1 |  | 1.3 |  | 4 |  |  | 1 | 8 |
| Boots (Ft)    | 1 |  | 2.5 |  | 4 |  |  | 2 | 0 |
| Cape (Bk)     | 2 |  | 2   |  | 5 |  |  | 2 | 4 |
| Sleeves (Arm) | 1 |  | 1.5 |  | 5 |  |  | 1 | 6 |



| Item              | Size | Wt  |     |     | AC | Value |   |   |   |
|-------------------|------|-----|-----|-----|----|-------|---|---|---|
|                   |      | S   | M   | L   |    | P     | G | S | C |
| Leather           |      |     |     |     |    |       |   |   |   |
| Mask (Fc)         | 1    | 0.3 | 0.4 | 0.5 | 2  | 1     | 0 | 0 | 0 |
| Gorget (Nk)       | 1    | 0.4 | 0.5 | 0.6 | 3  | 1     | 2 | 0 | 0 |
| Shoulderpads (Sh) | 1    | 1.1 | 1.5 | 1.9 | 3  | 1     | 8 | 0 | 0 |
| Belt (Wst)        | 1    | 0.8 | 1   | 1.3 | 3  | 1     | 4 | 0 | 0 |
| Wristbands (Wri)  | 1    | 0.8 | 1   | 1.3 | 3  | 1     | 2 | 0 | 0 |
| SkullCap (Hd)     | 1    | 0.5 | 0.6 | 0.8 | 4  | 1     | 6 | 0 | 0 |
| Cloak (Bk)        | 2    | 1.5 | 2   | 2.5 | 4  | 1     | 8 | 0 | 0 |
| Sleeves (Arm)     | 1    | 1.1 | 1.5 | 1.9 | 4  | 1     | 6 | 0 | 0 |
| Gloves (Hnd)      | 1    | 1.1 | 1.5 | 1.9 | 4  | 1     | 8 | 0 | 0 |
| Boots (Ft)        | 1    | 1.9 | 2.5 | 3.1 | 4  | 1     | 8 | 0 | 0 |
| Leggings (Leg)    | 2    | 3   | 4   | 5   | 5  | 2     | 2 | 0 | 0 |
| Tunic (Ch)        | 2    | 2.6 | 3.5 | 4.4 | 8  | 2     | 6 | 0 | 0 |

|                   |   |     |     |     |   |   |   |   |   |
|-------------------|---|-----|-----|-----|---|---|---|---|---|
| <b>Studded</b>    |   |     |     |     |   |   |   |   |   |
| Mask (Fc)         | 1 | 0.3 | 0.4 | 0.5 | 2 | 7 | 5 | 0 | 0 |
| Gorget (Nk)       | 1 | 0.4 | 0.5 | 0.6 | 3 | 9 | 0 | 0 | 0 |
| Shoulderpads (Sh) | 1 | 1.1 | 1.5 | 1.9 | 3 | 1 | 3 | 0 | 0 |
| Belt (Wst)        | 1 | 0.8 | 1   | 1.3 | 3 | 1 | 0 | 0 | 0 |
| Wristbands (Wri)  | 1 | 0.8 | 1   | 1.3 | 3 | 9 | 0 | 0 | 0 |
| Cloak (Bk)        | 2 | 1.5 | 2   | 2.5 | 4 | 1 | 4 | 0 | 0 |
| Sleeves (Arm)     | 1 | 1.1 | 1.5 | 1.9 | 4 | 1 | 2 | 0 | 0 |
| Gloves (Hnd)      | 1 | 1.1 | 1.5 | 1.9 | 4 | 1 | 4 | 0 | 0 |
| Boots (Ft)        | 1 | 1.9 | 2.5 | 3.1 | 4 | 1 | 4 | 0 | 0 |
| SkullCap (Hd)     | 1 | 0.5 | 0.6 | 0.8 | 5 | 1 | 2 | 0 | 0 |
| Leggings (Leg)    | 2 | 3   | 4   | 5   | 5 | 1 | 6 | 0 | 0 |
| Skirt (Leg)       | 2 | 3   | 4   | 5   | 5 | 1 | 6 | 0 | 0 |
| Tunic (Ch)        | 2 | 2.6 | 3.5 | 4.4 | 9 | 1 | 9 | 0 | 0 |

|                   |   |     |     |     |    |   |   |   |   |
|-------------------|---|-----|-----|-----|----|---|---|---|---|
| <b>Reinforced</b> |   |     |     |     |    |   |   |   |   |
| Mask (Fc)         | 1 | 0.3 | 0.4 | 0.5 | 3  | 1 | 0 | 0 | 0 |
| Gorget (Nk)       | 1 | 0.4 | 0.5 | 0.6 | 4  | 1 | 2 | 0 | 0 |
| Shoulderpads (Sh) | 1 | 1.1 | 1.5 | 1.9 | 4  | 1 | 8 | 0 | 0 |
| Belt (Wst)        | 1 | 0.8 | 1   | 1.3 | 4  | 1 | 4 | 0 | 0 |
| Wristbands (Wri)  | 1 | 0.8 | 1   | 1.3 | 4  | 1 | 2 | 0 | 0 |
| Cloak (Bk)        | 2 | 1.5 | 2   | 2.5 | 5  | 1 | 8 | 0 | 0 |
| Sleeves (Arm)     | 1 | 1.1 | 1.5 | 1.9 | 5  | 1 | 6 | 0 | 0 |
| Gloves (Hnd)      | 1 | 1.1 | 1.5 | 1.9 | 5  | 1 | 8 | 0 | 0 |
| Boots (Ft)        | 1 | 1.9 | 2.5 | 3.1 | 5  | 1 | 8 | 0 | 0 |
| SkullCap (Hd)     | 1 | 0.5 | 0.6 | 0.8 | 6  | 1 | 6 | 0 | 0 |
| Leggings (Leg)    | 2 | 3   | 4   | 5   | 6  | 2 | 2 | 0 | 0 |
| Skirt (Leg)       | 2 | 3   | 4   | 5   | 6  | 2 | 2 | 0 | 0 |
| Tunic (Ch)        | 2 | 2.6 | 3.5 | 4.4 | 11 | 2 | 6 | 0 | 0 |

| Item            | Size | Wt  |     |     | AC | Value |   |   |   |
|-----------------|------|-----|-----|-----|----|-------|---|---|---|
|                 |      | S   | M   | L   |    | P     | G | S | C |
| Banded          |      |     |     |     |    |       |   |   |   |
| Mask (Fc)       | 1    | 0.8 | 1   | 1.3 | 4  | 2     | 4 | 0 | 0 |
| Gorget (Nk)     | 1    | 1.5 | 2   | 2.5 | 5  | 1     | 1 | 0 | 0 |
| Mantle (Sh)     | 1    | 2.6 | 3.5 | 4.4 | 6  | 3     | 2 | 0 | 0 |
| Belt (Wst)      | 1    | 1.9 | 2.5 | 3.1 | 6  | 2     | 8 | 0 | 0 |
| Bracers (Wri)   | 1    | 1.5 | 2   | 2.5 | 6  | 1     | 4 | 0 | 0 |
| Boots (Ft)      | 2    | 3.8 | 5   | 6.3 | 6  | 2     | 7 | 0 | 0 |
| Cloak (Bk)      | 3    | 3   | 4   | 5   | 7  | 3     | 6 | 0 | 0 |
| Sleeves (Arm)   | 1    | 2.6 | 3.5 | 4.4 | 7  | 2     | 6 | 0 | 0 |
| Gauntlets (Hnd) | 1    | 3   | 4   | 3   | 7  | 2     | 3 | 0 | 0 |
| Lg Gloves (Hnd) | 1    |     |     | 5   | 7  | 2     | 3 | 0 | 0 |
| Helm (Hd)       | 1    | 3.4 | 4.5 | 5.6 | 8  | 2     | 7 | 0 | 0 |
| Leggings (Leg)  | 2    | 4.1 | 5.5 | 6.9 | 8  | 4     | 2 | 0 | 0 |
| Mail (Ch)       | 2    | 5.6 | 7.5 | 9.4 | 15 | 4     | 4 | 0 | 0 |

|                           |   |  |     |  |   |  |   |   |   |
|---------------------------|---|--|-----|--|---|--|---|---|---|
| <b>Sparring Equipment</b> |   |  |     |  |   |  |   |   |   |
| Facemask (Fc)             | 1 |  | 0.2 |  | 2 |  | 8 | 0 | 0 |
| Collar (Nk)               | 1 |  | 0.2 |  | 2 |  | 8 | 0 | 0 |
| Shoulder Pads (Sh)        | 1 |  | 0.3 |  | 2 |  | 9 | 0 | 0 |
| Rib Pad (Ch)              | 1 |  | 0.2 |  | 2 |  | 9 | 0 | 0 |
| Headgear (Hd)             | 1 |  | 0.2 |  | 3 |  | 1 | 0 | 0 |
| Arm Guards (Arm)          | 1 |  | 0.4 |  | 3 |  | 1 | 1 | 0 |
| Grappler Gloves (Hnd)     | 1 |  | 0.4 |  | 3 |  | 1 | 3 | 0 |
| Clogs (Ft)                | 1 |  | 0.5 |  | 3 |  | 1 | 3 | 0 |
| Shin Guards (Leg)         | 2 |  | 0.7 |  | 4 |  | 1 | 7 | 0 |
| Harness (Sh)              | 2 |  | 1   |  | 5 |  | 2 | 5 | 0 |

|                     |   |     |      |      |    |   |   |   |   |
|---------------------|---|-----|------|------|----|---|---|---|---|
| <b>Bronze</b>       |   |     |      |      |    |   |   |   |   |
| Mask (Fc)           | 1 | 1.4 | 1.9  | 2.4  | 5  | 2 | 4 | 0 | 0 |
| Collar (Nk)         | 1 | 3.7 | 5    | 6.2  | 6  | 1 | 1 | 0 | 0 |
| Girdle (Wst)        | 1 | 3.8 | 5    | 6.2  | 7  | 2 | 8 | 0 | 0 |
| Bracers (Wri)       | 1 | 3.8 | 5    | 6.3  | 7  | 1 | 4 | 0 | 0 |
| Pauldron (Sh)       | 1 | 4.2 | 5.6  | 7    | 8  | 3 | 2 | 0 | 0 |
| Splinted Cloak (Bk) | 3 | 5.1 | 6.7  | 8.6  | 8  | 3 | 6 | 0 | 0 |
| Vambraces (Arm)     | 1 | 6.1 | 8.1  | 10.1 | 8  | 2 | 6 | 0 | 0 |
| Boots (Ft)          | 2 | 6.1 | 8.1  | 10.1 | 8  | 2 | 7 | 0 | 0 |
| Gauntlets (Hnd)     | 1 | 4.7 | 6.2  | 7.9  | 9  | 2 | 3 | 0 | 0 |
| Helm (Hd)           | 1 | 5.6 | 7.5  | 9.4  | 10 | 2 | 7 | 0 | 0 |
| Greaves (Leg)       | 3 | 7   | 9.4  | 11.8 | 10 | 4 | 2 | 0 | 0 |
| Breastplate (Ch)    | 3 | 9.4 | 12.5 | 15.6 | 17 | 4 | 4 | 0 | 0 |

# Items: Armor & Clothing

| Item                      | Size | Wt  |     |      | AC | Value |   |   |   |   |
|---------------------------|------|-----|-----|------|----|-------|---|---|---|---|
|                           |      | S   | M   | L    |    | P     | G | S | C |   |
| Ring                      |      |     |     |      |    |       |   |   |   |   |
| Iron Visor (Fc)           | 1    | 1.1 | 1.3 | 1.7  | 3  | 2     | 4 | 0 | 0 | 0 |
| Neckguard (Nk)            | 1    | 2   | 2.7 | 3.3  | 5  | 1     | 1 | 0 | 0 | 0 |
| Mantle (Sh)               | 1    | 3.5 | 4.7 | 5.9  | 5  | 3     | 2 | 0 | 0 | 0 |
| Belt (Wst)                |      |     |     |      |    |       |   |   |   |   |
| (Med: Skirt )             | 1    | 2.5 | 3.3 | 4.1  | 5  | 2     | 8 | 0 | 0 | 0 |
| Bracelet (Wri)            | 1    | 2   | 2.7 | 3.3  | 5  | 1     | 4 | 0 | 0 | 0 |
| Boots (Ft)                | 2    | 5   | 6.7 | 8.4  | 5  | 2     | 7 | 0 | 0 | 0 |
| Cape (Bk)                 | 3    | 4   | 5.3 | 6.7  | 6  | 3     | 6 | 0 | 0 | 0 |
| Sleeves (Arm)             | 1    | 3.5 | 4.7 | 5.9  | 6  | 2     | 6 | 0 | 0 | 0 |
| Gloves (Hnd)              | 1    | 4   | 5.3 | 6.7  | 6  | 2     | 3 | 0 | 0 | 0 |
| Coif (Hd)                 | 1    | 4.5 | 6   | 7.5  | 7  | 2     | 7 | 0 | 0 | 0 |
| Pants (Leg)               | 2    | 5.5 | 7.3 | 9.2  | 7  | 4     | 2 | 0 | 0 | 0 |
| Coat (Ch)                 | 2    | 7.5 | 10  | 12.5 | 12 | 4     | 4 | 0 | 0 | 0 |
| Blackened Iron            |      |     |     |      |    |       |   |   |   |   |
| Grotesque Mask (Fc)       | 1    |     | 1   |      | 3  | 9     | 0 | 0 | 0 | 0 |
| Crown (Hd)                | 1    |     | 6   |      | 5  | 12    | 0 | 0 | 0 | 0 |
| Collar (Nk)               | 1    |     | 3.5 |      | 5  | 1     | 5 | 0 | 0 | 0 |
| Spaulder (Sh)             | 1    |     | 5   |      | 5  | 5     | 0 | 0 | 0 | 0 |
| Waistband (Wst)           | 1    |     | 4   |      | 5  | 2     | 2 | 0 | 0 | 0 |
| Bracers (Wri)             | 1    |     | 3.5 |      | 5  | 1     | 5 | 0 | 0 | 0 |
| Boots (Ft)                | 2    |     | 6.5 |      | 5  | 2     | 6 | 0 | 0 | 0 |
| Sleek Cape (Bk)           | 3    |     | 2   |      | 6  | 6     | 0 | 0 | 0 | 0 |
| Armplates (Arm)           | 1    |     | 5   |      | 6  | 2     | 8 | 0 | 0 | 0 |
| Gloves (Hnd)              | 1    |     | 5.5 |      | 6  | 3     | 0 | 0 | 0 | 0 |
| Legplates (Leg)           | 2    |     | 7   |      | 7  | 3     | 6 | 0 | 0 | 0 |
| Mail (Ch)                 | 2    |     | 9   |      | 12 | 7     | 0 | 0 | 0 | 0 |
| Chain (C) & Iron Mail (I) |      |     |     |      |    |       |   |   |   |   |
| I Torque (Nk)             | 1    | 0.2 | 0.2 | 0.3  | 1  |       | 1 | 6 | 0 | 0 |
| I Mask (Fc)               | 1    | 0.8 | 1   | 1.3  | 3  | 12    | 0 | 0 | 0 | 0 |
| C Neckguard (Nk)          | 1    | 1.5 | 2   | 2.5  | 5  | 16    | 0 | 0 | 0 | 0 |
| C Mantle (Sh)             | 1    | 2.6 | 3.5 | 4.4  | 5  | 56    | 0 | 0 | 0 | 0 |
| C Skirt (Wst)             | 1    |     | 2.5 |      | 5  | 22    | 0 | 0 | 0 | 0 |
| C Belt (Wst)              | 1    | 1.9 |     | 3.1  | 5  | 22    | 0 | 0 | 0 | 0 |
| C Cingulum (Wst)          | 1    | 2.5 | 2.5 | 2.5  | 5  | 22    | 0 | 0 | 0 | 0 |
| C Bracelet (Wri)          | 1    | 1.5 | 2   | 2.5  | 5  | 14    | 0 | 0 | 0 | 0 |
| I Boots (Ft)              | 2    | 3.8 | 5   | 6.3  | 5  | 26    | 0 | 0 | 0 | 0 |
| C Cape (Bk)               | 3    | 3   | 4   | 5    | 6  | 60    | 0 | 0 | 0 | 0 |
| I Armplates (Arm)         | 1    | 2.6 | 3.5 | 4.4  | 6  | 28    | 0 | 0 | 0 | 0 |
| C Gloves (Hnd)            | 1    | 3   | 4   | 5    | 6  | 30    | 0 | 0 | 0 | 0 |
| C Coif (Hd)               | 1    | 3.4 | 4.5 | 5.6  | 7  | 30    | 0 | 0 | 0 | 0 |
| I Legplates (Leg)         | 2    | 4.1 | 5.5 | 6.9  | 7  | 36    | 0 | 0 | 0 | 0 |
| C Coat (Ch)               | 2    | 5.6 | 7.5 | 9.4  | 12 | 70    | 0 | 0 | 0 | 0 |

| Item                | Size | Wt  |     |      | AC | Value |   |   |   |   |
|---------------------|------|-----|-----|------|----|-------|---|---|---|---|
|                     |      | S   | M   | L    |    | P     | G | S | C |   |
| Plate (P)/Steel (S) |      |     |     |      |    |       |   |   |   |   |
| S Torque (Nk)       | 1    | 0.4 | 0.5 | 0.6  | 3  | 1     | 2 | 0 | 0 | 0 |
| S Mask (Fc)         | 1    | 1.1 | 1.5 | 1.9  | 5  | 100   | 0 | 0 | 0 | 0 |
| S Collar (Nk)       | 1    | 3   | 4   | 5    | 6  | 140   | 0 | 0 | 0 | 0 |
| S Bevor (Nk)        | 1    | 3.4 | 4.5 | 5.6  | 7  | 140   | 5 | 0 | 0 | 0 |
| P Girdle (Wst)      | 1    | 3   | 4   | 5    | 7  | 280   | 0 | 0 | 0 | 0 |
| S Bracers (Wri)     | 1    | 3   | 4   | 5    | 7  | 240   | 0 | 0 | 0 | 0 |
| S Pauldrun (Sh)     | 1    | 3.4 | 4.5 | 5.6  | 8  | 350   | 0 | 0 | 0 | 0 |
| Splinted Cloak (Bk) | 3    | 4.1 | 5.5 | 6.9  | 8  | 380   | 0 | 0 | 0 | 0 |
| S Vambraces (Arm)   | 1    | 4.9 | 6.5 | 8.1  | 8  | 320   | 0 | 0 | 0 | 0 |
| S Plate Boots (Ft)  | 2    | 4.9 | 6.5 | 8.1  | 8  | 330   | 0 | 0 | 0 | 0 |
| P Gauntlets (Hnd)   | 1    | 3.8 | 5   | 6.3  | 9  | 460   | 0 | 0 | 0 | 0 |
| P Tassets (Wst)     | 1    | 3.4 | 4.5 | 5.6  | 9  | 350   | 0 | 0 | 0 | 0 |
| P Helm (Hd)         | 1    | 4.5 | 6   | 7.5  | 10 | 350   | 0 | 0 | 0 | 0 |
| S Greaves (Leg)     | 3    | 5.6 | 7.5 | 9.4  | 10 | 400   | 0 | 0 | 0 | 0 |
| S Breastplate (Ch)  | 3    | 7.5 | 10  | 12.5 | 17 | 750   | 0 | 0 | 0 | 0 |
| Damask              |      |     |     |      |    |       |   |   |   |   |
| Veil (Fc)           | 1    |     | 0.2 |      | 2  | 5     | 0 | 0 | 0 | 0 |
| Collar (Nk)         | 1    |     | 0.2 |      | 2  | 6     | 0 | 0 | 0 | 0 |
| Amice (Sh)          | 1    |     | 0.3 |      | 2  | 9     | 0 | 0 | 0 | 0 |
| Sash (Wst)          | 1    |     | 0.2 |      | 2  | 7     | 0 | 0 | 0 | 0 |
| Wristbands (Wri)    | 1    |     | 0.3 |      | 2  | 6     | 0 | 0 | 0 | 0 |
| Cap (Hd)            | 1    |     | 0.3 |      | 3  | 8     | 0 | 0 | 0 | 0 |
| Cape (Bk)           | 2    |     | 0.5 |      | 3  | 9     | 0 | 0 | 0 | 0 |
| Sleeves (Arm)       | 1    |     | 0.4 |      | 3  | 8     | 0 | 0 | 0 | 0 |
| Gloves (Hnd)        | 1    |     | 0.4 |      | 3  | 9     | 0 | 0 | 0 | 0 |
| Leggings (Leg)      | 2    |     | 0.7 |      | 4  | 11    | 0 | 0 | 0 | 0 |
| Robe (Ch)           | 2    |     | 1   |      | 6  | 13    | 0 | 0 | 0 | 0 |
| Gossimer            |      |     |     |      |    |       |   |   |   |   |
| Veil (Fc)           | 1    |     | 0.2 |      | 2  | 1     | 0 | 0 | 0 | 0 |
| Collar (Nk)         | 1    |     | 0.2 |      | 3  | 1     | 2 | 0 | 0 | 0 |
| Amice (Sh)          | 1    |     | 0.3 |      | 3  | 1     | 8 | 0 | 0 | 0 |
| Sash (Wst)          | 1    |     | 0.2 |      | 3  | 1     | 4 | 0 | 0 | 0 |
| Wristbands (Wri)    | 1    |     | 0.3 |      | 3  | 1     | 2 | 0 | 0 | 0 |
| Cap (Hd)            | 1    |     | 0.3 |      | 4  | 1     | 6 | 0 | 0 | 0 |
| Cape (Bk)           | 2    |     | 0.5 |      | 4  | 1     | 8 | 0 | 0 | 0 |
| Sleeves (Arm)       | 1    |     | 0.4 |      | 4  | 1     | 6 | 0 | 0 | 0 |
| Gloves (Hnd)        | 1    |     | 0.4 |      | 4  | 1     | 8 | 0 | 0 | 0 |
| Leggings (Leg)      | 2    |     | 0.7 |      | 5  | 2     | 2 | 0 | 0 | 0 |
| Robe (Ch)           | 2    |     | 1   |      | 8  | 2     | 6 | 0 | 0 | 0 |



| Item            | Size | Wt |     |   | AC | Value |   |   |   |
|-----------------|------|----|-----|---|----|-------|---|---|---|
|                 |      | S  | M   | L |    | P     | G | S | C |
| Mesh            |      |    |     |   |    |       |   |   |   |
| Mask (Fc)       | 1    |    | 0.1 |   | 2  | 1     | 0 | 0 | 0 |
| Gorget (Nk)     | 1    |    | 0.1 |   | 3  | 1     | 2 | 0 | 0 |
| Mantle (Sh)     | 1    |    | 0.2 |   | 3  | 1     | 8 | 0 | 0 |
| Girth (Wst)     | 1    |    | 0.1 |   | 3  | 1     | 4 | 0 | 0 |
| Bracers (Wri)   | 1    |    | 0.2 |   | 3  | 1     | 2 | 0 | 0 |
| Helm (Hd)       | 1    |    | 0.2 |   | 4  | 1     | 6 | 0 | 0 |
| Cape (Bk)       | 2    |    | 0.4 |   | 4  | 1     | 8 | 0 | 0 |
| Armbands (Arm)  | 1    |    | 0.3 |   | 4  | 1     | 6 | 0 | 0 |
| Gauntlets (Hnd) | 1    |    | 0.3 |   | 4  | 1     | 8 | 0 | 0 |
| Leggings (Leg)  | 2    |    | 0.4 |   | 5  | 2     | 2 | 0 | 0 |
| Tunic (Ch)      | 2    |    | 0.5 |   | 8  | 2     | 6 | 0 | 0 |

**Netted**

|                 |   |  |     |  |   |   |   |  |  |
|-----------------|---|--|-----|--|---|---|---|--|--|
| Mask (Fc)       | 1 |  | 0.1 |  | 1 | 1 | 6 |  |  |
| Choker (Nk)     | 1 |  | 0.1 |  | 1 | 1 | 6 |  |  |
| Mantle (Sh)     | 1 |  | 0.2 |  | 1 | 1 | 8 |  |  |
| Girth (Wst)     | 1 |  | 0.1 |  | 1 | 1 | 8 |  |  |
| Wristband (Wri) | 1 |  | 0.2 |  | 1 | 1 | 8 |  |  |
| Cap (Hd)        | 1 |  | 0.2 |  | 2 | 2 | 0 |  |  |
| Cape (Bk)       | 2 |  | 0.4 |  | 2 | 2 | 6 |  |  |
| Sleeves (Arm)   | 1 |  | 0.3 |  | 2 | 2 | 2 |  |  |
| Gloves (Hnd)    | 1 |  | 0.3 |  | 2 | 2 | 6 |  |  |
| Pants (Leg)     | 2 |  | 0.4 |  | 3 | 3 | 4 |  |  |
| Shirt (Ch)      | 2 |  | 0.5 |  | 4 | 5 | 0 |  |  |

**Bloodforge**

|                 |   |  |     |  |    |   |   |  |  |
|-----------------|---|--|-----|--|----|---|---|--|--|
| Helm (Hd)       | 1 |  | 6   |  | 5  | 5 | 0 |  |  |
| Bracers (Wri)   | 1 |  | 3.5 |  | 5  | 4 | 0 |  |  |
| Boots (Ft)      | 2 |  | 6.5 |  | 5  | 4 | 0 |  |  |
| Armplates (Arm) | 1 |  | 5   |  | 6  | 4 | 0 |  |  |
| Gauntlets (Hnd) | 1 |  | 5.5 |  | 6  | 5 | 0 |  |  |
| Legplates (Leg) | 2 |  | 7   |  | 7  | 4 | 0 |  |  |
| Mail (Ch)       | 2 |  | 9   |  | 12 | 4 | 0 |  |  |

**Bloodstained**

|                 |   |  |     |  |    |   |   |   |   |
|-----------------|---|--|-----|--|----|---|---|---|---|
| Mantle (Sh)     | 1 |  | 3.5 |  | 6  | 3 | 2 | 0 | 0 |
| Bracelets (Wri) | 2 |  | 3.5 |  | 7  | 4 | 9 | 0 | 0 |
| Gloves (Hnd)    | 2 |  | 2.5 |  | 8  | 4 | 9 | 0 | 0 |
| Sleeves (Arm)   | 2 |  | 3.5 |  | 9  | 4 | 9 | 0 | 0 |
| Leggings (Leg)  | 2 |  | 4.5 |  | 9  | 4 | 9 | 0 | 0 |
| Coif (Hd)       | 2 |  | 2.5 |  | 13 | 4 | 9 | 0 | 0 |
| Tunic (Ch)      | 2 |  | 6.5 |  | 13 | 4 | 9 | 0 | 0 |
| Boots (Ft)      | 2 |  | 3.5 |  | 13 | 4 | 9 | 0 | 0 |

| Item             | Size | Wt  |   |   | AC | Value |   |   |   |
|------------------|------|-----|---|---|----|-------|---|---|---|
|                  |      | S   | M | L |    | P     | G | S | C |
| Scarab, Small    |      |     |   |   |    |       |   |   |   |
| Helm (Hd)        | 1    | 1.5 |   |   | 4  | 1     | 0 | 0 | 0 |
| Boots (Ft)       | 1    | 4.5 |   |   | 4  | 3     | 0 | 0 | 0 |
| Breastplate (Ch) | 2    | 6   |   |   | 8  | 4     | 0 | 0 | 0 |

**Curscale**

|                  |   |  |     |  |   |   |   |   |  |
|------------------|---|--|-----|--|---|---|---|---|--|
| Snout Mount (Fc) | 1 |  | 0.2 |  | 2 |   | 8 | 0 |  |
| Choker (Nk)      | 1 |  | 0.2 |  | 2 |   | 8 | 0 |  |
| Shawl (Sh)       | 1 |  | 0.3 |  | 2 |   | 9 | 0 |  |
| Belt (Wst)       | 1 |  | 0.2 |  | 2 |   | 9 | 0 |  |
| Wristband (Wri)  | 1 |  | 0.3 |  | 2 |   | 9 | 0 |  |
| SkullCap (Hd)    | 1 |  | 0.2 |  | 3 | 1 | 0 | 0 |  |
| Cape (Bk)        | 2 |  | 0.5 |  | 3 | 1 | 3 | 0 |  |
| Sleeves (Arm)    | 1 |  | 0.4 |  | 3 | 1 | 1 | 0 |  |
| Gloves (Hnd)     | 1 |  | 0.4 |  | 3 | 1 | 3 | 0 |  |
| Boots (Ft)       | 1 |  | 0.5 |  | 3 | 1 | 3 | 0 |  |
| Leggings (Leg)   | 2 |  | 0.7 |  | 4 | 1 | 7 | 0 |  |
| Tunic (Ch)       | 2 |  | 1   |  | 5 | 2 | 5 | 0 |  |

**Ebon Mail**

|                |   |  |     |  |    |   |   |   |   |
|----------------|---|--|-----|--|----|---|---|---|---|
| Boots (Ft)     | 2 |  | 3.8 |  | 6  | 2 | 7 | 0 | 0 |
| Sleeves (Arm)  | 1 |  | 2.6 |  | 7  | 2 | 6 | 0 | 0 |
| Gloves (Hnd)   | 1 |  | 3   |  | 7  | 2 | 3 | 0 | 0 |
| Coif (Hd)      | 1 |  | 3.4 |  | 8  | 2 | 7 | 0 | 0 |
| Leggings (Leg) | 2 |  | 4.1 |  | 8  | 4 | 2 | 0 | 0 |
| Tunic (Ch)     | 2 |  | 5.6 |  | 15 | 4 | 4 | 0 | 0 |

**Lupine Scale (S) & Claw (C)**

|                      |   |  |     |  |    |    |   |   |   |
|----------------------|---|--|-----|--|----|----|---|---|---|
| S Snout Guard (Fc)   | 1 |  | 1   |  | 3  | 12 | 0 | 0 | 0 |
| C Gauntlets (Hnd)    | 3 |  | 0.2 |  | 4  | 5  | 5 | 0 | 0 |
| S Collar (Nk)        | 1 |  | 2   |  | 5  | 16 | 0 | 0 | 0 |
| S Mantle (Sh)        | 1 |  | 3.5 |  | 5  | 56 | 0 | 0 | 0 |
| S BloodSash (Wst)    | 1 |  | 2.5 |  | 5  | 22 | 0 | 0 | 0 |
| Forged Bracers (Wri) | 1 |  | 2   |  | 5  | 14 | 0 | 0 | 0 |
| Forged Boots (Ft)    | 2 |  | 5   |  | 5  | 26 | 0 | 0 | 0 |
| S Cape (Bk)          | 3 |  | 4   |  | 6  | 60 | 0 | 0 | 0 |
| S Arm Plates (Arm)   | 1 |  | 3.5 |  | 6  | 28 | 0 | 0 | 0 |
| Forged Fists (Hnd)   | 1 |  | 4   |  | 6  | 30 | 0 | 0 | 0 |
| S Coif (Hd)          | 1 |  | 4.5 |  | 7  | 30 | 0 | 0 | 0 |
| S Leggings (Leg)     | 2 |  | 5.5 |  | 7  | 36 | 0 | 0 | 0 |
| S War Tunic (Ch)     | 2 |  | 7.5 |  | 12 | 70 | 0 | 0 | 0 |

# Items: Armor & Clothing

## Miscellaneous Armor & Clothing

This final list includes various bits of armor and clothing that don't fit into a more complete set. They are sorted by location, beginning with your head and running down to your feet. As always, we don't note any magical qualities for any of these items, nor do we list all possible pieces.

| <div> <div>Wt</div> <div>Value</div> </div> |      |     |     |     |    |    |       | <div> <div>Wt</div> <div>Value</div> </div> |      |   |     |   |    |   |       |
|---------------------------------------------|------|-----|-----|-----|----|----|-------|---------------------------------------------|------|---|-----|---|----|---|-------|
| Item                                        | Size | S   | M   | L   | AC | P  | G S C | Item                                        | Size | S | M   | L | AC | P | G S C |
| <b>Head</b>                                 |      |     |     |     |    |    |       | <b>Face</b>                                 |      |   |     |   |    |   |       |
| Shazda Turbin                               | 2    |     | 0.2 |     | 0  | 5  | 0 0   | Magical Woven                               |      |   |     |   |    |   |       |
| Crown of Leaves                             | 1    |     | 0.4 |     | 1  | 4  | 3 0 0 | Eyepatch                                    | 0    |   | 0.1 |   | 0  |   | 0     |
| Kerran Tribal                               |      |     |     |     |    |    |       | Mask of Shadow                              | 1    |   | 0.2 |   | 0  |   | 0     |
| Headband                                    | 1    |     | 0.2 |     | 1  | 2  | 0 0   | Bonechipped Mask                            | 1    |   | 0.4 |   | 2  | 1 | 0 0   |
| Rat Fur Cap                                 | 1    |     | 0.3 |     | 1  |    | 2 2   | Froglok Skin Mask                           | 1    |   | 0.4 |   | 2  | 1 | 0 0 0 |
| Nightshade Wreath                           | 1    |     | 0.1 |     | 1  | 2  | 5 0 0 | Glowing Mask                                | 1    |   | 0.4 |   | 2  | 1 | 0 0 0 |
| Savant's Cap                                | 1    |     | 0.3 |     | 2  | 3  | 5 0 0 | Moss Mask                                   | 1    |   | 0.1 |   | 2  | 3 | 0 0 0 |
| Topknot Headband                            | 1    |     | 0.4 |     | 3  | 4  | 7 0 0 | Patch of Shadow                             | 1    |   | 0.4 |   | 2  |   | 1 0 0 |
| Kerran Headband                             | 0    |     | 0.1 |     | 4  |    | 0     | Snakeskin Mask                              | 1    |   | 0.4 |   | 2  | 1 | 0 0 0 |
| Runed Circlet                               | 1    |     | 1   |     | 4  | 2  | 3 0 0 | Turquoise Eyepatch                          | 1    |   | 0.1 |   | 2  | 3 | 1 0 0 |
| Shimmering White                            |      |     |     |     |    |    |       | Gorilla Hide Mask                           | 1    |   | 0.1 |   | 3  | 3 | 0 0 0 |
| Shroud                                      | 2    |     | 2.5 |     | 5  | 5  | 6 0 0 | Incandescent Mask                           | 1    |   | 0.4 |   | 3  | 2 | 0 0 0 |
| Circlet of Mist                             | 1    |     | 0.1 |     | 5  | 3  | 0 0 0 | Leering Mask                                | 1    |   | 0.4 |   | 3  | 4 | 5 0 0 |
| Helm of Hukulk                              | 1    |     | 1   |     | 5  | 2  | 1 0 0 | Lizardskin Tribal                           |      |   |     |   |    |   |       |
| Siryn Hair Hood                             | 1    |     | 0.2 |     | 5  | 4  | 8 0 0 | Mask                                        | 1    |   | 0.2 |   | 3  | 4 | 5 0 0 |
| Zaharn's Coronet                            | 1    |     | 5   |     | 5  | 3  | 7 5 0 | Serpentskin                                 |      |   |     |   |    |   |       |
| Winged Headband                             | 1    |     | 1   |     | 7  | 2  | 1 0 0 | Eyepatch                                    | 1    |   | 0.1 |   | 3  | 2 | 5 0 0 |
| Opoline Helm                                | 1    |     | 6   |     | 8  | 20 | 0 0 0 | Acumen Mask                                 | 1    |   | 0.5 |   | 4  | 2 | 4 0 0 |
| <b>Neck</b>                                 |      |     |     |     |    |    |       | Bloodstone                                  |      |   |     |   |    |   |       |
| Rat's Foot                                  |      |     |     |     |    |    |       | Eyepatch                                    | 1    |   | 0.1 |   | 4  | 2 | 5 0 0 |
| Necklace                                    | 0    |     | 0.1 |     | 0  |    | 1     | Mask of                                     |      |   |     |   |    |   |       |
| Snake Fang                                  |      |     |     |     |    |    |       | Empowerment                                 | 1    |   | 0.4 |   | 4  | 5 | 2 0 0 |
| Necklace                                    | 0    |     | 0.1 |     | 0  |    | 2 0   | Transparent Mask                            | 1    |   | 0.4 |   | 4  | 5 | 2 0 0 |
| Fishbone Necklace                           | 0    |     | 0.5 |     | 3  |    | 0     | Ferrous Visor                               | 1    |   | 0.8 |   | 5  | 2 | 4 0 0 |
| Spiked Collar                               | 1    |     | 0.5 |     | 3  | 1  | 2 0 0 | Ivory Mask                                  | 2    |   | 0.5 |   | 6  | 4 | 0 0 0 |
| Studded Leather                             |      |     |     |     |    |    |       |                                             |      |   |     |   |    |   |       |
| Collar                                      | 1    |     | 0.5 |     | 3  | 1  | 2 0 0 |                                             |      |   |     |   |    |   |       |
| Velvet Choker                               | 1    |     | 0.5 |     | 3  | 1  | 2 0 0 |                                             |      |   |     |   |    |   |       |
| Iron Leash Collar                           | 1    |     | 3.5 |     | 4  | 1  | 5 0 0 |                                             |      |   |     |   |    |   |       |
| Etched Ivory Charm                          | 1    |     | 0.5 |     | 5  | 2  | 6 0 0 |                                             |      |   |     |   |    |   |       |
| Steel Gorget                                | 1    | 3.4 | 4.5 | 5.6 | 8  | 15 | 0 0 0 |                                             |      |   |     |   |    |   |       |



| Item                         | Size | Wt |     |   | Value |    |   |     |
|------------------------------|------|----|-----|---|-------|----|---|-----|
|                              |      | S  | M   | L | AC    | P  | G | S C |
| Chest                        |      |    |     |   |       |    |   |     |
| Alliance Robe Blue           | 2    |    | 0.5 |   | 4     | 5  | 0 | 0   |
| Alliance Robe Yellow         | 2    |    | 0.5 |   | 4     | 5  | 0 | 0   |
| Robe of Recovery             | 2    |    | 2.5 |   | 4     |    |   | 0   |
| Teir`Dal Robe Red            | 2    |    | 0.5 |   | 4     | 5  | 0 | 0   |
| Robe of the Initiate         | 2    |    | 3.5 |   | 5     | 1  | 0 | 0   |
| Thaumaturgist's Robe         | 2    |    | 3.5 |   | 5     | 2  | 5 | 0   |
| Robe of the Augmentor        | 2    |    | 1   |   | 6     | 1  | 3 | 0   |
| Robe of the Elementalist     | 2    |    | 1   |   | 6     | 1  | 3 | 0   |
| Robe of the Evoker           | 2    |    | 1   |   | 6     | 1  | 3 | 0   |
| Robe of the Ritualist        | 2    |    | 1   |   | 6     | 1  | 3 | 0   |
| Fire Goblin Skin             | 2    |    | 2.5 |   | 7     | 2  | 6 | 0   |
| Frost Goblin Skin            | 2    |    | 3.5 |   | 7     | 2  | 6 | 0   |
| Green Silken Drape           | 2    |    | 3.5 |   | 8     | 25 | 0 | 0   |
| Flowing Black Robe           | 2    |    | 3.5 |   | 8     | 3  | 5 | 0   |
| Robe of the Keeper           | 2    |    | 3.5 |   | 8     | 1  | 2 | 5   |
| Robe of the Seeker           | 2    |    | 3.5 |   | 8     | 1  | 2 | 5   |
| Gnomish Environment Suit     | 2    |    | 3.5 |   | 9     | 2  | 8 | 0   |
| Reserve Militia Tunic        | 2    |    | 5   |   | 9     |    | 1 | 0   |
| Robe of Enshroudment         | 2    |    | 3.5 |   | 9     | 3  | 5 | 0   |
| Robe of the Elements         | 2    |    | 3.5 |   | 9     | 3  | 5 | 0   |
| Snakeskin Jerkin             | 2    |    | 3.5 |   | 9     | 2  | 6 | 0   |
| Werewolf-hide Jerkin         | 2    |    | 1   |   | 9     | 2  | 8 | 0   |
| Erudehide Tunic              | 2    |    | 3   |   | 10    |    |   | 0   |
| Foremans Tunic               | 2    |    | 0   |   | 10    | 2  | 8 | 0   |
| Syythrak Hide Vest           | 1    |    | 0   |   | 10    | 2  | 8 | 0   |
| Dwarven Ringmail Tunic       | 2    |    | 4.5 |   | 12    | 4  | 6 | 0   |
| Lockjaw Hide Vest            | 2    |    | 1.5 |   | 12    | 4  | 5 | 0   |
| Basalt Carapace              | 3    |    | 10  |   | 14    | 50 | 0 | 0   |
| Charred Guardian Breastplate | 3    |    | 9   |   | 16    | 7  | 5 | 0   |
| Minotaur Ribcage             | 2    |    | 7.5 |   | 16    | 4  | 4 | 0   |

| Item                      | Size | Wt  |     |     | Value |    |   |   |   |
|---------------------------|------|-----|-----|-----|-------|----|---|---|---|
|                           |      | S   | M   | L   | AC    | P  | G | S | C |
| Shoulders                 |      |     |     |     |       |    |   |   |   |
| Shawl of the Wind Spirit  | 1    |     | 0.4 |     | 1     |    | 8 | 0 |   |
| Gilded Cloth              | 1    |     | 0.3 |     | 3     | 5  | 7 | 0 | 0 |
| Rusty Spiked Shoulderpads | 1    |     | 2.5 |     | 3     | 1  | 8 | 0 | 0 |
| Prayer Cloth of Tunare    | 1    |     | 0.3 |     | 3     | 1  | 8 | 0 | 0 |
| Bloodsoaked Raiment       | 1    |     | 0.3 |     | 4     | 4  | 0 | 0 | 0 |
| Nature Walker's Mantle    | 1    |     | 2.5 |     | 4     | 1  | 8 | 0 | 0 |
| Worn Leather Shoulderpads | 2    |     | 2   |     | 4     |    |   |   | 0 |
| Lizardscale Mantle        | 1    |     | 2.5 |     | 5     | 3  | 6 | 0 | 0 |
| Mystical Back Straps      | 1    |     | 0.3 |     | 5     | 18 | 0 | 0 | 0 |
| Prayer Shawl              | 1    |     | 0.4 |     | 5     | 18 | 0 | 0 | 0 |
| Sphinx-Hide Mantle        | 1    |     | 2.5 |     | 5     | 1  | 8 | 0 | 0 |
| Squallsurge Shawl         | 1    |     | 0.3 |     | 5     | 18 | 0 | 0 | 0 |
| Barnacle-covered Pauldron | 1    |     | 4.5 |     | 6     | 3  | 5 | 0 | 0 |
| Earthshaker's Mantle      | 1    |     | 2.5 |     | 7     | 1  | 8 | 0 | 0 |
| Glowing Pauldrons         | 1    |     | 4.5 |     | 9     | 15 | 0 | 0 | 0 |
| Griffon Wing Spaulders    | 1    |     | 2.5 |     | 9     | 1  | 8 | 0 | 0 |
| Songweaver's Mantle       | 1    |     | 2.5 |     | 9     | 1  | 8 | 0 | 0 |
| Steel Epolets             | 1    | 3.4 | 4.5 | 5.6 | 9     | 36 | 0 | 0 | 0 |
| Steel Spaulders           | 1    | 3.4 | 4.5 | 5.6 | 10    | 37 | 5 | 0 | 0 |

# Items: Armor & Clothing

| Item                    | Size | Wt |     |   | AC | Value |   |   |   |
|-------------------------|------|----|-----|---|----|-------|---|---|---|
|                         |      | S  | M   | L |    | P     | G | S | C |
| Back                    |      |    |     |   |    |       |   |   |   |
| Black Leather Cloak     | 2    |    | 1   |   | 1  | 1     | 8 | 0 | 0 |
| Rat Pelt Cape           | 2    |    | 0.5 |   | 1  |       | 4 | 0 |   |
| Cape of Midnight Mist   | 1    |    | 0.1 |   | 2  | 4     | 5 | 0 | 0 |
| Thick Black Cape        | 2    |    | 2   |   | 3  |       | 4 | 5 | 0 |
| Cloak of the Undead Eye | 2    |    | 3.5 |   | 4  |       | 4 | 0 | 0 |
| Embroidered Black Cape  | 1    |    | 0.3 |   | 4  | 6     | 4 | 0 | 0 |
| Molten Cloak            | 2    |    | 2.5 |   | 4  | 4     | 4 | 0 | 0 |
| Twice-Woven Cloak       | 2    |    | 1.5 |   | 4  | 1     | 8 | 0 | 0 |
| Cloak of Leaves         | 3    |    | 2   |   | 5  | 4     | 8 | 0 | 0 |
| Faded Cloak             | 2    |    | 0.5 |   | 5  |       | 4 | 0 |   |
| Festering Cloak         | 2    |    | 0.5 |   | 5  |       | 5 | 0 | 0 |
| Mountain Lion Cape      | 3    |    | 3   |   | 5  |       | 6 | 0 | 0 |
| Nightmare Hide          | 2    |    | 2   |   | 5  | 1     | 8 | 0 | 0 |
| Polar Bear Cloak        | 3    |    | 3.5 |   | 5  |       | 6 | 0 | 0 |
| Runescale Cloak         | 2    |    | 2   |   | 5  | 2     | 4 | 0 | 0 |
| Scouts Cape             | 2    |    | 1.5 |   | 5  | 2     | 4 | 0 | 0 |
| Werewolf Skin Cloak     | 3    |    | 0.3 |   | 5  | 6     | 0 | 0 | 0 |
| Cloak of Jaggedpine     | 2    |    | 1.5 |   | 6  | 2     | 4 | 0 | 0 |
| Grizzly Hide Cloak      | 3    |    | 3.5 |   | 6  |       | 6 | 0 | 0 |
| Kodiak Hide Cloak       | 3    |    | 3.5 |   | 6  |       | 6 | 0 | 0 |
| Thermal Cape            | 3    |    | 4   |   | 6  | 6     | 0 | 0 | 0 |
| Mammoth Hide Cloak      | 2    |    | 2.5 |   | 7  | 2     | 4 | 0 | 0 |
| White Wolf-hide Cloak   | 3    |    | 0.3 |   | 7  | 4     | 8 | 0 | 0 |
| Cloak of the Ice Bear   | 3    |    | 3.5 |   | 8  | 3     | 8 | 0 | 0 |
| Lizardscale Cloak       | 2    |    | 2.5 |   | 8  | 4     | 8 | 0 | 0 |
| Mystic Cloak            | 2    |    | 0.5 |   | 8  |       | 4 | 0 |   |

| Item                      | Size | Wt  |     |   | AC | Value |   |   |   |
|---------------------------|------|-----|-----|---|----|-------|---|---|---|
|                           |      | S   | M   | L |    | P     | G | S | C |
| Waist                     |      |     |     |   |    |       |   |   |   |
| Fish Scale Belt           | 1    |     | 0.5 |   | 1  | 4     | 0 | 0 | 0 |
| Braided Cinch Cord        | 1    |     | 0.2 |   | 2  | 2     | 4 | 0 | 0 |
| Giant's Reminder String   | 1    | 0.5 |     |   | 2  | 1     | 2 | 0 | 0 |
| Lizardscale Belt          | 1    |     | 1   |   | 2  | 3     | 8 | 0 | 0 |
| Girdle of Health          | 1    |     | 1   |   | 3  | 3     | 0 | 0 | 0 |
| Braided Ivy Cords         | 1    |     | 0.3 |   | 4  | 2     | 5 | 0 | 0 |
| Wooden Belt               | 1    |     | 1   |   | 4  | 2     | 4 | 0 | 0 |
| Belt of Flesh Hooks       | 1    |     | 0.2 |   | 5  | 2     | 3 | 0 | 0 |
| Troll-hide Belt           | 1    |     | 1   |   | 5  | 2     | 4 | 0 | 0 |
| Black Iron Girdle         | 1    |     | 2   |   | 6  | 3     | 5 | 0 | 0 |
| Dweamorvine Garland       | 1    |     | 0.5 |   | 8  | 4     | 0 | 0 | 0 |
| Pegasus-Hide Belt         | 1    |     | 1   |   | 8  | 2     | 4 | 0 | 0 |
| Thick Banded Belt         | 1    |     | 0.5 |   | 8  | 4     | 0 | 0 | 0 |
| Girdle of Faith           | 1    |     | 1   |   | 10 | 2     | 4 | 0 | 0 |
| Arms                      |      |     |     |   |    |       |   |   |   |
| Embroidered Black Sleeves | 1    |     | 0.4 |   | 4  | 8     | 4 | 0 | 0 |
| Gatorscale Sleeves        | 1    |     | 0.3 |   | 6  | 1     | 6 | 0 | 0 |
| Barbed Armplates          | 1    |     | 4   |   | 7  | 1     | 5 | 0 | 0 |
| Wrists                    |      |     |     |   |    |       |   |   |   |
| Bracers of Battle         | 1    |     | 1   |   | 3  | 2     | 2 | 0 | 0 |
| Legionnaire's Bracer      | 1    |     | 2   |   | 3  |       | 3 | 2 | 0 |
| Clay Braclet              | 1    |     | 1   |   | 4  | 3     | 0 | 0 | 0 |
| Granite Bracer            | 1    |     | 0.8 |   | 5  | 4     | 3 | 0 | 0 |
| Sejah Ghulam Bracer       | 1    |     | 0.2 |   | 5  |       |   |   | 0 |
| Hollowed Bone Bracers     | 1    |     | 2.5 |   | 6  | 1     | 6 | 0 | 0 |
| Iron Shackles             | 1    |     | 2.7 |   | 7  | 2     | 8 | 0 | 0 |
| Silver-Plated Bracer      | 1    |     | 1   |   | 7  | 1     | 3 | 0 | 0 |
| Symbol of Loyalty to Vox  | 1    |     | 0.3 |   | 7  | 1     | 4 | 0 | 0 |



| Item                         | Size | Wt |     |   | Value |   |   |   |   |
|------------------------------|------|----|-----|---|-------|---|---|---|---|
|                              |      | S  | M   | L | AC    | P | G | S | C |
| Hands                        |      |    |     |   |       |   |   |   |   |
| Copper Skull Ring            | 0    |    | 0.1 |   | 0     | 5 | 0 | 0 |   |
| Enchanted Gloves             | 1    |    | 1.5 |   | 0     |   |   | 0 |   |
| Gleaming Gloves              | 1    |    | 1.5 |   | 0     |   |   | 0 |   |
| Used Merchants<br>Gloves     | 1    |    | 0.2 |   | 0     |   |   | 5 |   |
| Brown Leather<br>Gloves      | 1    |    | 0.2 |   | 1     | 4 | 5 | 0 |   |
| Cutthroat Insignia<br>Ring   | 0    |    | 0.1 |   | 1     | 2 | 1 | 5 |   |
| Dusty Bloodstained<br>Gloves | 1    |    | 0.4 |   | 2     | 1 | 2 | 0 | 0 |
| Impskin Gloves               | 1    |    | 1.5 |   | 2     | 1 | 8 | 0 | 0 |
| Tiger Hide Gloves            | 1    |    | 1   |   | 2     | 2 | 4 | 0 | 0 |
| Bone Fingered<br>Gloves      | 1    |    | 0.4 |   | 3     | 1 | 5 | 0 | 0 |
| Ratskin Gloves               | 1    |    | 2   |   | 3     | 1 | 0 | 0 | 0 |
| Black Silk Gloves            | 1    |    | 1.5 |   | 4     | 1 | 8 | 0 | 0 |
| Elf-hide Gloves              | 1    |    | 1   |   | 4     | 2 | 4 | 0 | 0 |
| Gloves of Strength           | 1    |    | 1.5 |   | 4     | 1 | 8 | 0 | 0 |
| Glowing Gloves               | 1    |    | 1.5 |   | 4     |   | 9 | 0 | 0 |
| Griffon Talon<br>Gloves      | 1    |    | 0.5 |   | 4     | 3 | 5 | 0 | 0 |
| Shiny Silk Gloves            | 1    |    | 0.4 |   | 4     | 1 | 2 | 0 | 0 |
| Snakeskin Gloves             | 1    |    | 1.5 |   | 4     | 1 | 8 | 0 | 0 |
| Lionskin Gloves              | 1    |    | 1.1 |   | 5     | 2 | 0 | 0 | 0 |
| Incandescent Gloves          | 1    |    | 1.5 |   | 6     | 1 | 8 | 0 | 0 |
| Charred Gauntlets            | 1    |    | 4.5 |   | 7     | 5 | 3 | 0 | 0 |

| Item                   | Size | Wt |     |     | Value |   |   |   |   |
|------------------------|------|----|-----|-----|-------|---|---|---|---|
|                        |      | S  | M   | L   | AC    | P | G | S | C |
| Legs                   |      |    |     |     |       |   |   |   |   |
| Large Cloth Kilt       | 2    |    |     | 0.9 | 3     | 3 | 4 | 0 |   |
| Feathered Leggings     | 2    |    | 2   |     | 4     | 6 | 8 | 0 |   |
| Silversilk Leggings    | 2    |    | 0.7 |     | 4     | 3 | 4 | 0 |   |
| Large Leather Kilt     | 2    |    |     | 5   | 5     | 2 | 2 | 0 |   |
| Tishans Kilt           | 1    |    | 0.8 |     | 5     | 2 | 2 | 0 |   |
| Warthhead Kilt         | 2    |    | 1   |     | 5     |   | 5 | 0 |   |
| Lion-skin Leggings     | 2    |    | 4   |     | 6     | 2 | 2 | 0 |   |
| Mammoth Hide Leggings  | 2    |    | 4   |     | 6     | 2 | 2 | 0 |   |
| Gatorscale Leggings    | 2    |    | 0.4 |     | 7     | 2 | 2 | 0 |   |
| Silvermesh Leggings    | 2    |    | 3.5 |     | 7     | 2 | 8 | 0 |   |
| Barbed Legplates       | 2    |    | 6.5 |     | 8     | 1 | 7 | 0 |   |
| Gorilla Hide Leggings  | 2    |    | 2   |     | 8     | 6 | 8 | 0 |   |
| Icy Greaves            | 3    |    | 7.5 |     | 8     | 4 | 0 | 0 |   |
| Thick Leather Apron    | 1    |    | 1   |     | 8     | 1 | 4 | 0 |   |
| Silver-plated Leggings | 2    |    | 5.5 |     | 10    | 3 | 7 | 0 |   |
| Large Steel Kilt       | 3    |    |     | 9.4 | 15    | 4 | 0 | 0 |   |
| Feet                   |      |    |     |     |       |   |   |   |   |
| Tattered Cloth Sandal  | 1    |    | 0.3 |     | 1     |   | 2 | 0 |   |
| Fur Lined Shoes        | 1    |    | 0.5 |     | 2     |   | 2 | 6 |   |
| Soft Leather Shoes     | 1    |    | 0.7 |     | 3     |   | 9 | 0 |   |
| Elven Boots            | 1    |    | 2   |     | 4     | 5 | 0 | 0 |   |
| Firewalker Boots       | 1    |    | 2.5 |     | 4     | 1 | 8 | 0 |   |
| Fur Lined Boots        | 1    |    | 2.5 |     | 4     | 1 | 8 | 0 |   |
| Soft Leather Boots     | 1    |    | 0.7 |     | 4     | 1 | 8 | 0 |   |
| Soiled Boots           | 1    |    | 2.5 |     | 4     | 1 | 8 | 0 |   |
| Tattered Leather Boots | 1    |    | 0.9 |     | 4     | 1 | 8 | 0 |   |
| Kobold-hide Boots      | 1    |    | 2.5 |     | 5     | 3 | 6 | 0 |   |
| ShadowBound Boots      | 1    |    | 1.2 |     | 5     | 7 | 5 | 0 |   |
| Charred Boots          | 2    |    | 5.5 |     | 6     | 3 | 3 | 0 |   |
| Dwarven Work Boots     | 2    |    | 5   |     | 8     | 2 | 6 | 0 |   |



## Weapons

Norrath is a dangerous place, and most people (Monks excluded, of course) feel that having a nice, stout weapon close to hand makes life a little bit more survivable. Here's a list of the weapons you'll encounter ... information for the common ones are included.

**Damage (Dmg)** lists the maximum base damage with this weapon. An average strike will inflict up to this many points of damage (although the defender's AC and other factors can reduce the damage). Your own abilities and current condition might increase or reduce the damage when you strike. For instance, spells or items that buff or debuff your character affect the amount of damage you do.

**Delay (Del)** lists how many seconds it takes between strikes with this weapon (for an average character). Your own abilities and current condition might reduce or increase this time. A slow spell will, obviously, increase the delay spell.

**Magic (Mag).** Some of these weapons are enchanted. Sometimes that means only that it can hurt creatures immune to normal weapons. You'll have to find one and experiment with it to discover its magical properties.

**Values.** As with all values in this book, the values listed here are approximate numbers. Merchants tend to pay you less, and charge more, than the value listed here for any item. The four columns under **Value** represent **Platinum**, **Gold**, **Silver** and **Copper**.

## One-Handed Slashing Weapons

| Weapon                | Dmg | Del | Size | Wt   | Mag | Value    | Weapon             | Dmg | Del | Size | Wt  | Mag | Value     |
|-----------------------|-----|-----|------|------|-----|----------|--------------------|-----|-----|------|-----|-----|-----------|
| <i>Axes</i>           |     |     |      |      |     |          | <i>Battle Axes</i> |     |     |      |     |     |           |
| Bronze                | 5   | 3.3 | 2    | 7.5  |     | 1 8 0 0  | Bronze             | 6   | 3.7 | 2    | 9.5 |     | 2 8 0 0   |
| Dwarven               | 6   | 2.6 | 2    | 4.0  |     | 5 0 0 0  | Cast-Iron          | 6   | 3.3 | 2    | 9.5 |     | 2 8 0 0   |
| Rusty                 | 5   | 3.6 | 2    | 6.5  |     | 5 0      | Ivory Bladed       | 8   | 3.5 | 2    | 8.5 | √   | 125 0 0 0 |
| Silvery War           | 6   | 2.2 | 2    | 2.5  | √   | 1 9 0    | Minotaur           | 8   | 3.7 | 2    | 8.5 |     | 3 5 0 0   |
| Tarnished             | 5   | 3.4 | 2    | 6.5  |     | 5 0      | Rusty              | 6   | 4.2 | 2    | 8.5 |     | 1 9 0     |
| Normal                | 6   | 3.1 | 2    | 6.5  |     | 3 3 0 0  | Shadowed           | 7   | 3.5 | 2    | 8.5 | √   | 0         |
| <i>Bastard Swords</i> |     |     |      |      |     |          | Tarnished          | 6   | 4   | 2    | 8.5 |     | 1 9 0     |
| Bronze                | 7   | 4.2 | 2    | 10.0 |     | 3 5 0 0  | Normal             | 7   | 3.5 | 2    | 8.5 |     | 10 0 0 0  |
| Forged                | 7   | 3.3 | 2    | 6.5  |     | 3 5 0 0  |                    |     |     |      |     |     |           |
| Rotted                | 14  | 3.1 | 2    | 0.5  | √   | 6 0 0 0  |                    |     |     |      |     |     |           |
| Rusty                 | 6   | 4.2 | 2    | 9.0  |     | 2 4 0    |                    |     |     |      |     |     |           |
| Tarnished             | 6   | 4   | 2    | 9.0  |     | 2 4 0    |                    |     |     |      |     |     |           |
| Normal                | 8   | 3.9 | 2    | 9.0  |     | 12 0 0 0 |                    |     |     |      |     |     |           |

## One-Handed Slashing Weapons, cont.

| Weapon                 | Dmg | Del | Size | Wt  | Mag | Value     |
|------------------------|-----|-----|------|-----|-----|-----------|
| <i>Blades</i>          |     |     |      |     |     |           |
| Enchanted              |     |     |      |     |     |           |
| Steel War              | 6   | 3.2 | 2    | 5.0 | ✓   | 3 0 0 0   |
| Serrated               | 6   | 2.8 | 2    | 2.5 | ✓   | 4 6 0 0   |
| Steel War              | 6   | 3.2 | 2    | 5.0 |     | 2 5 0 0   |
| Brazen Brass Kilij     | 10  | 3.5 | 2    | 8.5 | ✓   | 35 0 0 0  |
| <i>Broad Swords</i>    |     |     |      |     |     |           |
| Bronze                 | 5   | 3.2 | 2    | 8.5 |     | 1 8 0 0   |
| Rusty                  | 5   | 3.6 | 2    | 7.5 |     | 6 0       |
| Tarnished              | 5   | 3.4 | 2    | 7.5 |     | 6 0       |
| Normal                 | 6   | 3.2 | 2    | 7.5 |     | 3 3 0 0   |
| <i>Broadsword</i>      |     |     |      |     |     |           |
| of the Void            | 14  | 4.6 | 2    | 4.5 | ✓   | 6 0 0 0   |
| Cat o' Nine Tails      | 9   | 3.6 | 2    | 8.0 | ✓   | 5 0 0     |
| Claw (Scrounge's)      | 5   | 3   | 2    | 2.5 |     | 3 2 0 0   |
| <i>Claws (Mystical</i> |     |     |      |     |     |           |
| Claws of Jojo)         | 4   | 1.9 | 2    | 3.0 | ✓   | 3 2 0 0   |
| <i>Falchion of the</i> |     |     |      |     |     |           |
| Koada'Vie              | 6   | 2.4 | 2    | 3.5 | ✓   | 5 0 0     |
| Gladius                | 7   | 2.9 | 2    | 2.5 | ✓   | 4 6 0 0   |
| Langseax               | 6   | 2.3 | 2    | 4.0 | ✓   | 5 0 0     |
| <i>Long Swords</i>     |     |     |      |     |     |           |
| Alloy                  | 6   | 2.3 | 2    | 5.0 | ✓   | 50 0 0 0  |
| Battle Worn            | 6   | 2.8 | 2    | 5.0 |     | 6 0 0 0   |
| Bronze                 | 5   | 3.2 | 2    | 8.5 |     | 3 2 0 0   |
| Cast-Iron              | 6   | 3.2 | 2    | 7.5 |     | 2 0 0     |
| Combine                | 6   | 2.8 | 2    | 5.0 | ✓   | 50 0 0 0  |
| Feir'Dal               | 6   | 2.8 | 2    | 5.0 |     | 6 0 0 0   |
| Fine Steel             | 6   | 2.8 | 2    | 5.0 |     | 6 0 0 0   |
| Ivory Handled          | 7   | 3   | 2    | 5.0 | ✓   | 100 0 0 0 |
| Rusty                  | 5   | 3.5 | 2    | 7.5 |     | 2 0 0     |
| Shadowed               | 6   | 2.9 | 2    | 7.5 | ✓   | 0         |
| Tarnished              | 5   | 3.3 | 2    | 7.5 |     | 2 0 0     |
| Teir'Dal               | 6   | 2.8 | 2    | 4.7 |     | 6 0 0 0   |
| Well-Balanced          | 6   | 2.5 | 2    | 8.5 | ✓   | 50 0 0 0  |
| Normal                 | 6   | 2.9 | 2    | 7.5 |     | 12 0 0 0  |
| Elven                  | 6   | 2.8 | 2    | 2.5 | ✓   | 2 5 0 0   |
| Machete (Cast-Iron)    | 3   | 2.7 | 2    | 5.0 |     | 5 0       |
| <i>Picks</i>           |     |     |      |     |     |           |
| Rusty Mining           | 4   | 3.8 | 2    | 6.5 |     | 1 0       |
| Tarnished Mining       | 4   | 3.6 | 2    | 6.5 |     | 1 0       |
| Normal                 | 6   | 3.6 | 2    | 6.5 |     | 5 0 0     |
| Rat Tail (Giant)       | 5   | 2.7 | 2    | 5.0 |     | 6 0 0     |

| Weapon              | Dmg | Del | Size | Wt  | Mag | Value    |
|---------------------|-----|-----|------|-----|-----|----------|
| <i>Scimitars</i>    |     |     |      |     |     |          |
| Alloy               | 5   | 1.9 | 2    | 4.5 | ✓   | 50 0 0 0 |
| Battle Worn         | 5   | 2.4 | 2    | 5.0 |     | 5 9 0 0  |
| Bronze              | 5   | 3.2 | 2    | 8.5 |     | 2 3 0 0  |
| Cast-Iron           | 5   | 2.4 | 2    | 7.5 |     | 6 0 0 0  |
| Combine             | 5   | 2.4 | 2    | 5.0 | ✓   | 38 0 0 0 |
| Fine Steel          | 5   | 2.4 | 2    | 5.0 |     | 5 9 0 0  |
| Obsidian            | 7   | 2.7 | 2    | 5.0 | ✓   | 3 8 0 0  |
| Rusty               | 5   | 3.5 | 2    | 7.5 |     | 1 9 0    |
| Shadowed            | 5   | 2.5 | 2    | 7.5 | ✓   | 0        |
| Silverish           | 6   | 2.2 | 2    | 3.5 | ✓   | 3 5 0 0  |
| Solvedi             | 6   | 2.2 | 2    | 3.0 | ✓   | 3 5 0 0  |
| Tarnished           | 5   | 3.3 | 2    | 7.5 |     | 1 9 0    |
| Teir'Dal            | 5   | 2.4 | 2    | 4.7 |     | 5 9 0 0  |
| Well-Balanced       | 5   | 2.1 | 2    | 8.5 | ✓   | 50 0 0 0 |
| Normal              | 5   | 2.5 | 2    | 7.5 |     | 6 0 0 0  |
| <i>Short Swords</i> |     |     |      |     |     |          |
| Battle Worn         | 4   | 2.3 | 2    | 4.0 |     | 5 5 0 0  |
| Bronze              | 4   | 2.7 | 2    | 6.0 |     | 2 8 0    |
| Cast-Iron           | 4   | 2.7 | 2    | 5.0 |     | 5 0      |
| Combine             | 4   | 2.3 | 2    | 4.0 | ✓   | 35 0 0 0 |
| Fine Steel          | 4   | 2.3 | 2    | 4.0 |     | 5 5 0 0  |
| Ivory Handled       | 5   | 2.7 | 2    | 4.0 | ✓   | 70 0 0 0 |
| Rusty               | 4   | 2.8 | 2    | 5.0 |     | 5 0      |
| Sharp               | 4   | 2.3 | 2    | 5.0 |     | 2 0 0 0  |
| Tarnished           | 4   | 2.6 | 2    | 5.0 |     | 5 0      |
| Teir'Dal            | 4   | 2.3 | 2    | 3.6 |     | 5 5 0 0  |
| Normal              | 4   | 2.4 | 2    | 5.0 |     | 2 0 0 0  |
| <i>Short Sword</i>  |     |     |      |     |     |          |
| of Swiftess         | 4   | 2   | 2    | 5.0 | ✓   | 7 5 0 0  |
| <i>Sword</i>        |     |     |      |     |     |          |
| (Bone Handled)      | 6   | 3   | 2    | 7.5 |     | 5 0 0 0  |
| Sword of Runes      | 7   | 2.7 | 2    | 6.5 | ✓   | 0        |
| <i>Tomahawk</i>     |     |     |      |     |     |          |
| (Polished Granite)  | 6   | 2.6 | 2    | 6.5 | ✓   | 3 3 0 0  |
| <i>Whips</i>        |     |     |      |     |     |          |
| Leather             | 5   | 3   | 2    | 5.0 |     | 2 0 0    |
| Tailor-made         | 7   | 3.3 | 2    | 6.0 |     | 3 5 0 0  |
| Tentacle            | 4   | 2.5 | 2    | 5.0 | ✓   | 2 0 0 0  |

## Two-Handed Slashing Weapons

| Weapon                            | Dmg | Del | Size | Wt   | Mag | Value     |
|-----------------------------------|-----|-----|------|------|-----|-----------|
| <i>Axes</i>                       |     |     |      |      |     |           |
| Blood Riven                       | 19  | 4   | 3    | 10.0 | ✓   | 5 0 0 0   |
| Double-bladed Bone                | 18  | 4.8 | 2    | 9.0  | ✓   | 6 0 0 0   |
| <i>Bastard Sword</i>              |     |     |      |      |     |           |
| Blackened Iron                    | 20  | 4.7 | 2    | 9.0  | ✓   | 2 4 0 0   |
| Enchanted Battleworn              | 20  | 4.2 | 2    | 8.5  | ✓   | 5 0 0 0   |
| Enchanted Feir'Dal                | 20  | 4.2 | 2    | 8.5  | ✓   | 5 0 0 0   |
| Enchanted Fine Steel              | 20  | 4.2 | 2    | 8.5  | ✓   | 5 0 0 0   |
| Enchanted Teir'Dal                | 20  | 4.2 | 2    | 8.5  | ✓   | 5 0 0 0   |
| Ruined Steel                      | 17  | 4.4 | 2    | 8.5  | ✓   | 5 0 0 0   |
| Tainted Steel                     | 20  | 4.2 | 2    | 8.5  | ✓   | 5 0 0 0   |
| <i>Bunker Battle Blade</i>        |     |     |      |      |     |           |
| Blade                             | 10  | 4.6 | 3    | 13.0 | ✓   | 8 0 0     |
| <i>Claymores</i>                  |     |     |      |      |     |           |
| Bone Bladed                       | 17  | 4.5 | 3    | 10.0 | ✓   | 4 5 0 0   |
| Bronze                            | 8   | 4.8 | 3    | 11.0 |     | 3 9 0 0   |
| Cast-Iron                         | 7   | 3.7 | 3    | 10.0 |     | 3 9 0 0   |
| Normal                            | 11  | 4.3 | 3    | 10.0 |     | 18 0 0 0  |
| <i>Cleaver (Ivory Handled)</i>    |     |     |      |      |     |           |
|                                   | 12  | 4.3 | 3    | 11.0 | ✓   | 200 0 0 0 |
| <i>Flamberge (Obsidian)</i>       |     |     |      |      |     |           |
|                                   | 20  | 5   | 2    | 9.0  | ✓   | 2 4 0 0   |
| <i>Halberds</i>                   |     |     |      |      |     |           |
| Bronze                            | 10  | 5.2 | 4    | 15.0 |     | 4 6 0 0   |
| Cast-Iron                         | 15  | 5   | 4    | 13.5 |     | 8 0 0 0   |
| Ivory Bladed                      | 15  | 4.9 | 4    | 14.0 | ✓   | 250 0 0 0 |
| Ruined                            | 14  | 5   | 4    | 14.0 | ✓   | 0         |
| Rusty                             | 10  | 5.6 | 4    | 14.0 |     | 3 2 0     |
| Shadowed                          | 14  | 5   | 4    | 14.0 | ✓   | 0         |
| Shiny Brass                       | 16  | 4.8 | 4    | 15.0 | ✓   | 4 6 0 0   |
| Normal                            | 14  | 5   | 4    | 14.0 |     | 28 0 0 0  |
| <i>Holy Partisan of Underfoot</i> |     |     |      |      |     |           |
|                                   | 14  | 4.6 | 4    | 12.0 | ✓   | 8 0 0 0   |
| <i>Langseax of the Wolves</i>     |     |     |      |      |     |           |
|                                   | 19  | 4.4 | 3    | 9.5  | ✓   | 10 0 0 0  |

| Weapon                       | Dmg | Del | Size | Wt   | Mag | Value     |
|------------------------------|-----|-----|------|------|-----|-----------|
| <i>Reaper of The Dead</i>    |     |     |      |      |     |           |
|                              | 12  | 4   | 3    | 13.0 | ✓   | 13 0 0 0  |
| <i>Reed Cutter</i>           |     |     |      |      |     |           |
|                              | 8   | 4.8 | 3    | 13.0 |     | 3 7 0 0   |
| <i>Scythes</i>               |     |     |      |      |     |           |
| Bronze                       | 8   | 4.8 | 3    | 13.0 |     | 3 7 0 0   |
| Cast-Iron                    | 9   | 4.7 | 3    | 3.5  |     | 3 7 0 0   |
| Rusty                        | 8   | 5.1 | 3    | 12.0 |     | 2 0 0     |
| Shadowed                     | 11  | 4.5 | 3    | 12.0 | ✓   | 0         |
| Tarnished                    | 8   | 4.9 | 3    | 12.0 |     | 2 0 0     |
| Threshing                    | 11  | 3.9 | 3    | 12.0 | ✓   | 13 0 0 0  |
| Normal                       | 11  | 4.5 | 3    | 12.0 |     | 13 0 0 0  |
| <i>Trident (Bloodgill)</i>   |     |     |      |      |     |           |
|                              | 10  | 5.3 | 4    | 14.0 | ✓   | 5 0 0     |
| <i>Two-Handed Axes</i>       |     |     |      |      |     |           |
| Silvery                      | 21  | 4.8 | 3    | 13.0 | ✓   | 3 0 0 0   |
| Bronze                       | 9   | 4.6 | 3    | 14.0 |     | 4 2 0 0   |
| Rusty                        | 9   | 4.9 | 3    | 13.0 |     | 3 0 0     |
| Tarnished                    | 9   | 4.7 | 3    | 13.0 |     | 3 0 0     |
| <i>Two-Handed Battle Axe</i> |     |     |      |      |     |           |
|                              | 12  | 4.4 | 3    | 13.0 |     | 23 0 0 0  |
| <i>Two-Handed Swords</i>     |     |     |      |      |     |           |
| Battle Worn                  | 12  | 4.3 | 3    | 10.0 |     | 7 0 0 0   |
| Bronze                       | 9   | 4.7 | 3    | 13.0 |     | 4 2 0 0   |
| Cast-Iron                    | 12  | 4.3 | 3    | 10.0 |     | 7 0 0 0   |
| Combine                      | 12  | 4.3 | 3    | 10.0 | ✓   | 100 0 0 0 |
| Feir'Dal                     | 12  | 4.3 | 3    | 10.0 |     | 7 0 0 0   |
| Fine Steel                   | 12  | 4.3 | 3    | 10.0 |     | 7 0 0 0   |
| Forged                       | 12  | 4.4 | 3    | 11.0 |     | 5 0 0 0   |
| Rusty                        | 9   | 5   | 3    | 12.0 |     | 3 0 0     |
| Shadowed                     | 12  | 4.5 | 3    | 12.0 | ✓   | 0         |
| Tarnished                    | 9   | 4.8 | 3    | 12.0 |     | 3 0 0     |
| Teir'Dal                     | 12  | 4.3 | 3    | 9.5  |     | 7 0 0 0   |
| Normal                       | 12  | 4.5 | 3    | 12.0 |     | 22 0 0 0  |
| <i>Two-Handed Axes</i>       |     |     |      |      |     |           |
| Alloy                        | 16  | 3.7 | 3    | 10.5 | ✓   | 100 0 0 0 |
| Dwarven                      | 14  | 4.3 | 2    | 6.5  |     | 6 0 0 0   |
| Well-Balanced                | 16  | 4.8 | 3    | 14.0 | ✓   | 100 0 0 0 |
| Alloy                        | 14  | 3.2 | 3    | 10.0 | ✓   | 100 0 0 0 |
| Well-Balanced                | 14  | 4.2 | 3    | 13.0 | ✓   | 100 0 0 0 |
| <i>Zweihander (Gigantic)</i> |     |     |      |      |     |           |
|                              | 18  | 3.9 | 3    | 10.0 | ✓   | 12 0 0 0  |

# Piercing Weapons

| Weapon             | Dmg | Del | Size | Wt  | Mag | Value  |
|--------------------|-----|-----|------|-----|-----|--------|
| Blade (Scout's)    | 5   | 2.4 | 2    | 2.5 | ✓   | 3 200  |
| Crookstinger       | 4   | 2.1 | 2    | 5.0 | ✓   | 3 200  |
| Crysknife          | 4   | 2.1 | 2    | 5.0 | ✓   | 3 200  |
| Daggers            |     |     |      |     |     |        |
| Bronze             | 3   | 2.2 | 1    | 3.0 |     | 2 80   |
| Cast-Iron          | 3   | 2.2 | 1    | 2.5 |     | 3 0    |
| Charred            | 3   | 2.1 | 1    | 3.0 |     | 3 00   |
| Combine            | 3   | 1.9 | 1    | 2.4 | ✓   | 30 000 |
| Ebon               | 3   | 2   | 1    | 3.0 |     | 4 00   |
| Feir'Dal           | 3   | 1.9 | 1    | 2.3 |     | 4 500  |
| Fine Steel         | 3   | 1.9 | 1    | 2.4 |     | 4 500  |
| Ivory Handled      | 4   | 2.3 | 1    | 2.4 | ✓   | 60 000 |
| Mithril            | 4   | 2.1 | 1    | 2.4 |     | 4 500  |
| Rusty              | 3   | 2.4 | 1    | 2.5 |     | 3 0    |
| Sabertooth         | 3   | 2.2 | 1    | 2.5 |     | 3 0    |
| Sacrificial        | 5   | 2.1 | 2    | 2.5 | ✓   | 4 500  |
| Tarnished          | 3   | 2.2 | 1    | 2.5 |     | 3 0    |
| Normal 1           | 3   | 2   | 1    | 2.5 |     | 2 000  |
| Normal 2           | 3   | 2.1 | 1    | 2.5 | ✓   | 0      |
| Dagger of Dropping | 4   | 2.2 | 0    | 1.5 | ✓   | 4 50   |
| Dagger of Symbols  | 5   | 2   | 1    | 2.5 | ✓   | 0      |
| Dirks              |     |     |      |     |     |        |
| Bloody             | 6   | 2.2 | 1    | 1.0 | ✓   | 1 50   |
| Ceramic            | 4   | 2   | 1    | 3.0 |     | 2 000  |
| Fork (Runed Bone)  | 5   | 2.9 | 2    | 4.5 |     | 2 400  |
| Giant Snake Fang   | 5   | 2.7 | 2    | 5.0 |     | 5 00   |
| Harpoon (Darksea)  | 10  | 2.8 | 3    | 7.0 | ✓   | 4 800  |
| Impaler (Orc)      | 7   | 2.4 | 1    | 3.0 | ✓   | 7 500  |
| Javelin (Temple)   | 5   | 3.8 | 3    | 7.0 |     | 1 30   |
| Knife (Shadowed)   | 3   | 2   | 1    | 2.5 | ✓   | 2 000  |
| Mains Gauches      |     |     |      |     |     |        |
| Bronze             | 3   | 2.3 | 1    | 4.0 |     | 1 800  |
| Cast-Iron          | 5   | 2.5 | 1    | 3.5 |     | 4 500  |
| Normal             | 3   | 2.2 | 1    | 3.5 |     | 4 000  |
| Pugius             | 5   | 2.1 | 1    | 2.5 | ✓   | 4 900  |
| Rapiers            |     |     |      |     |     |        |
| Alloy              | 6   | 2.3 | 2    | 3.5 | ✓   | 50 000 |
| Bronze             | 4   | 2.8 | 2    | 6.0 |     | 4 500  |
| Burning            | 7   | 2.3 | 2    | 3.5 | ✓   | 5 000  |
| Cast-Iron          | 4   | 2.3 | 2    | 5.0 |     | 1 50   |
| Combine            | 5   | 2.3 | 2    | 5.0 | ✓   | 50 000 |
| Enchanted          |     |     |      |     |     |        |
| Fine Steel         | 5   | 1.9 | 2    | 4.5 | ✓   | 5 000  |

| Weapon            | Dmg | Del | Size | Wt   | Mag | Value   |
|-------------------|-----|-----|------|------|-----|---------|
| Rapiers (cont'd)  |     |     |      |      |     |         |
| Enchanted         |     |     |      |      |     |         |
| Teir'Dal          | 5   | 1.9 | 2    | 4.5  | ✓   | 5 000   |
| Feir'Dal          | 5   | 2.3 | 2    | 4.7  |     | 5 900   |
| Fine Steel        | 5   | 2.3 | 2    | 5.0  |     | 5 900   |
| Ruined Teir'Dal   | 6   | 2.5 | 2    | 4.5  | ✓   | 5 000   |
| Rusty             | 4   | 3.1 | 2    | 5.0  |     | 5 0     |
| Shadowed          | 5   | 2.5 | 2    | 5.0  | ✓   | 0       |
| Tainted Teir'Dal  | 5   | 1.9 | 2    | 4.5  | ✓   | 5 000   |
| Tarnished         | 4   | 2.9 | 2    | 5.0  |     | 5 0     |
| Teir'Dal          | 5   | 2.3 | 2    | 4.7  |     | 5 900   |
| Well-Balanced     | 6   | 2.5 | 2    | 6.0  | ✓   | 50 000  |
| Normal            | 5   | 2.5 | 2    | 5.0  |     | 13 000  |
| Rapier of Defense | 5   | 2.4 | 2    | 5.0  | ✓   | 5 000   |
| Scorpion Telson   | 4   | 3   | 2    | 6.0  |     | 5 00    |
| Seax              | 3   | 2.1 | 1    | 3.0  |     | 1 200   |
| Shank (Cast-Iron) | 2   | 2.4 | 1    | 1.0  |     | 1 0     |
| Shards            |     |     |      |      |     |         |
| Jagged Metal      | 5   | 2.7 | 2    | 5.0  |     | 5 00    |
| Sharp Metal       | 5   | 2.7 | 2    | 5.0  |     | 5 00    |
| Short Spears      |     |     |      |      |     |         |
| Ashenwood         | 6   | 2.2 | 2    | 5.0  | ✓   | 4 800   |
| Cast-Iron         | 5   | 2.6 | 2    | 6.0  |     | 3 800   |
| Slave 1           | 5   | 4.5 | 4    | 12.0 | ✓   | 15 000  |
| Snake Fang        | 5   | 2.6 | 2    | 5.0  | ✓   | 0       |
| Spears            |     |     |      |      |     |         |
| Barbarian         |     |     |      |      |     |         |
| Hunting           | 10  | 3.3 | 3    | 7.0  | ✓   | 4 800   |
| Bone              | 6   | 2.9 | 3    | 6.5  | ✓   | 2 500   |
| Bronze            | 5   | 3.2 | 3    | 8.0  |     | 3 100   |
| Cast-Iron         | 6   | 2.7 | 3    | 7.0  |     | 6 500   |
| Combine           | 6   | 2.7 | 3    | 6.8  | ✓   | 60 000  |
| Dull Wooden       | 7   | 3.3 | 3    | 7.0  | ✓   | 4 800   |
| Feir'Dal          | 6   | 2.7 | 3    | 6.4  |     | 6 400   |
| Fine Steel        | 6   | 2.7 | 3    | 6.8  |     | 6 400   |
| Fishing           | 5   | 3.2 | 2    | 5.0  |     | 1 30    |
| Ivory Shafted     | 7   | 3   | 3    | 6.8  | ✓   | 120 000 |
| Ivory             | 7   | 3   | 3    | 6.8  | ✓   | 135 000 |
| Kerran Fishing    | 5   | 3   | 2    | 5.0  | ✓   | 5 00    |
| Kerran War        | 8   | 3.4 | 3    | 5.0  | ✓   | 60 000  |
| Riptide           | 6   | 3.3 | 2    | 4.5  | ✓   | 2 400   |
| Runed             | 7   | 3.3 | 3    | 7.0  | ✓   | 4 800   |
| Rusty Shortened   | 4   | 3.2 | 2    | 5.0  |     | 1 30    |
| Rusty             | 5   | 3.8 | 3    | 7.0  |     | 2 00    |

## Items: Weapons

### Piercing Weapons, cont.

| Weapon                  | Dmg | Del | Size | Wt  | Mag | Value  |
|-------------------------|-----|-----|------|-----|-----|--------|
| <i>Spears (cont'd)</i>  |     |     |      |     |     |        |
| <i>Shadowed</i>         | 6   | 2.9 | 3    | 7.0 | ✓   | 0      |
| <i>Shortened Bronze</i> | 5   | 3.4 | 2    | 6.0 |     | 2 500  |
| <i>Shortened</i>        | 5   | 2.9 | 2    | 5.0 |     | 9 000  |
| <i>Tailor-Made</i>      | 6   | 2.8 | 2    | 7.0 |     | 5 500  |
| <i>Tarnished</i>        |     |     |      |     |     |        |
| <i>Shortened</i>        | 4   | 3   | 2    | 5.0 |     | 1 30   |
| <i>Tarnished</i>        | 5   | 3.6 | 3    | 7.0 |     | 2 00   |
| <i>Teir'Dal</i>         | 6   | 2.7 | 3    | 6.4 |     | 6 400  |
| <i>Normal</i>           | 6   | 2.9 | 3    | 7.0 |     | 11 000 |

| Weapon                           | Dmg | Del | Size | Wt  | Mag | Value |
|----------------------------------|-----|-----|------|-----|-----|-------|
| <i>Spear of Warding</i>          | 6   | 2.7 | 3    | 7.0 | ✓   | 0     |
| <i>Sticker (Goblin)</i>          | 6   | 3   | 3    | 7.0 | ✓   | 4 800 |
| <i>Stiletto of the Bloodclaw</i> | 6   | 2.3 | 2    | 3.5 | ✓   | 4 500 |
| <i>Swordfish Bill</i>            | 4   | 3   | 2    | 6.0 |     | 500   |
| <i>Tesch Val Sinisch</i>         | 9   | 3.3 | 3    | 7.0 | ✓   | 4 800 |
| <i>Trident (Coral)</i>           | 8   | 3.8 | 2    | 4.5 |     | 2 400 |
| <i>War Spear (Ebon)</i>          | 8   | 3.1 | 3    | 7.0 | ✓   | 4 800 |
| <i>Whip (Cinctured)</i>          | 5   | 3   | 2    | 5.0 |     | 1 00  |

## One-Handed Blunt Weapons

| Weapon                        | Dmg | Del | Size | Wt   | Mag | Value  |
|-------------------------------|-----|-----|------|------|-----|--------|
| <i>Clubs</i>                  |     |     |      |      |     |        |
| <i>Hulking Spiked</i>         | 6   | 2.6 | 2    | 4.5  |     | 6 000  |
| <i>Ivory Spiked</i>           | 9   | 4   | 2    | 10.0 | ✓   | 50 000 |
| <i>Splintering</i>            | 4   | 2.8 | 2    | 6.0  |     | 2 80   |
| <i>Normal</i>                 | 4   | 2.7 | 2    | 5.0  |     | 2 000  |
| <i>Crook (Glowing Wooden)</i> | 11  | 3.5 | 3    | 8.5  | ✓   | 5 000  |
| <i>Femur (Noclin's)</i>       | 5   | 3.5 | 2    | 4.0  | ✓   | 0      |
| <i>Flails</i>                 |     |     |      |      |     |        |
| <i>Bronze</i>                 | 6   | 3.7 | 2    | 10.0 |     | 3 500  |
| <i>Cast-Iron</i>              | 6   | 3.7 | 2    | 10.0 |     | 3 800  |
| <i>Harvest</i>                | 7   | 3.3 | 2    | 9.0  | ✓   | 5 000  |
| <i>Tarnished</i>              | 5   | 3.5 | 2    | 9.0  |     | 1 90   |
| <i>Normal</i>                 | 7   | 3.6 | 2    | 9.0  |     | 12 000 |
| <i>Gavel of Justice</i>       | 5   | 3.4 | 2    | 7.5  | ✓   | 1 000  |
| <i>Hammer of Requital</i>     | 7   | 2.9 | 2    | 5.0  | ✓   | 0      |
| <i>Hammer of Striking</i>     | 6   | 2.9 | 2    | 5.0  | ✓   | 0      |
| <i>Hammer of Wrath</i>        | 6   | 3.2 | 2    | 5.0  | ✓   | 0      |
| <i>Maces</i>                  |     |     |      |      |     |        |
| <i>Bronze</i>                 | 6   | 3.8 | 2    | 9.0  |     | 3 500  |
| <i>Dwarven</i>                | 8   | 3.5 | 2    | 4.5  |     | 3 800  |
| <i>Orcish</i>                 | 7   | 3.9 | 2    | 9.0  |     | 5 500  |
| <i>Screaming</i>              | 8   | 3.5 | 2    | 8.0  | ✓   | 5 000  |
| <i>Shadowed</i>               | 7   | 3.7 | 2    | 8.0  | ✓   | 0      |
| <i>Normal</i>                 | 7   | 3.7 | 2    | 8.0  |     | 12 000 |

| Weapon                    | Dmg | Del | Size | Wt   | Mag | Value  |
|---------------------------|-----|-----|------|------|-----|--------|
| <i>Morning Stars</i>      |     |     |      |      |     |        |
| <i>Battle Worn</i>        | 8   | 3.8 | 2    | 10.0 |     | 6 200  |
| <i>Bronze</i>             | 7   | 4.3 | 2    | 11.0 |     | 4 800  |
| <i>Cast-Iron</i>          | 8   | 4   | 2    | 10.0 |     | 5 000  |
| <i>Cold Iron</i>          | 9   | 3.5 | 2    | 4.5  | ✓   | 3 600  |
| <i>Combine</i>            | 8   | 3.8 | 2    | 10.0 | ✓   | 25 000 |
| <i>Enchanted</i>          |     |     |      |      |     |        |
| <i>Battleworn</i>         | 7   | 3   | 2    | 9.0  | ✓   | 5 000  |
| <i>Enchanted</i>          |     |     |      |      |     |        |
| <i>Fine Steel</i>         | 7   | 3   | 2    | 9.0  | ✓   | 5 000  |
| <i>Feir'Dal</i>           | 8   | 3.8 | 2    | 10.0 |     | 6 200  |
| <i>Fine Steel</i>         | 8   | 3.8 | 2    | 10.0 |     | 6 200  |
| <i>Forged</i>             | 8   | 3.8 | 2    | 9.0  |     | 3 500  |
| <i>Orcish</i>             | 8   | 4.3 | 2    | 11.0 |     | 6 500  |
| <i>Shadowed</i>           | 8   | 4   | 2    | 10.0 | ✓   | 0      |
| <i>Tarnished</i>          | 6   | 4.2 | 2    | 10.0 |     | 2 40   |
| <i>Teir'Dal</i>           | 8   | 3.8 | 2    | 9.5  |     | 6 200  |
| <i>Normal</i>             | 8   | 4   | 2    | 10.0 |     | 15 000 |
| <i>Rods</i>               |     |     |      |      |     |        |
| <i>Golden</i>             | 6   | 3   | 2    | 4.0  | ✓   | 1 000  |
| <i>Modulating</i>         | 8   | 2.6 | 2    | 1.0  | ✓   | 0      |
| <i>Scepter of Flame</i>   | 7   | 2.9 | 2    | 4.5  | ✓   | 10 000 |
| <i>Scepter of Rahotep</i> | 9   | 3.8 | 2    | 4.5  | ✓   | 5 000  |
| <i>Sceptre (Bronze)</i>   | 8   | 4   | 2    | 8.0  | ✓   | 10 000 |

## One-Handed Blunt Weapons, cont.

| Weapon                         | Dmg | Del | Size | Wt  | Mag | Value    |
|--------------------------------|-----|-----|------|-----|-----|----------|
| <i>Staffs</i>                  |     |     |      |     |     |          |
| <i>Cracked</i>                 | 5   | 3.2 | 3    | 8.5 |     | 1 2 0 0  |
| <i>Darkwood</i>                | 5   | 2.8 | 3    | 6.5 | ✓   | 5 0 0    |
| <i>Fire Crystal</i>            | 5   | 2.8 | 3    | 6.5 | ✓   | 4 3 0 0  |
| <i>Gnomish</i>                 | 5   | 2.8 | 3    | 6.5 |     | 20 0 0 0 |
| <i>Ice Crystal</i>             | 5   | 2.8 | 3    | 6.5 | ✓   | 4 3 0 0  |
| <i>Ivory Inlaid</i>            | 5   | 2.5 | 3    | 6.5 | ✓   | 45 0 0 0 |
| <i>Listlyn</i>                 | 5   | 2.9 | 3    | 8.5 | ✓   | 0        |
| <i>Slime Crystal</i>           | 5   | 2.8 | 3    | 6.5 | ✓   | 4 3 0 0  |
| <i>Survival</i>                | 4   | 2.8 | 2    | 6.0 |     | 2 8 0    |
| <i>Tinlyn</i>                  | 5   | 2.6 | 3    | 8.5 | ✓   | 0        |
| <i>Water Crystal</i>           | 5   | 2.8 | 3    | 6.5 | ✓   | 4 3 0 0  |
| <i>Whispering</i>              | 5   | 3.1 | 3    | 8.5 | ✓   | 0        |
| <i>Normal</i>                  | 5   | 2.8 | 3    | 6.5 |     | 4 3 0 0  |
| <i>Staff of Fire</i>           | 5   | 2.5 | 3    | 6.5 | ✓   | 5 0 0 0  |
| <i>Staff of Temperate Flux</i> | 6   | 3   | 3    | 4.0 | ✓   | 1 0 0 0  |

| Weapon                | Dmg | Del | Size | Wt  | Mag | Value    |
|-----------------------|-----|-----|------|-----|-----|----------|
| <i>Wands</i>          |     |     |      |     |     |          |
| <i>Blessed Silver</i> | 5   | 2.5 | 2    | 1.0 | ✓   | 1 0 0 0  |
| <i>Glowing Silver</i> | 5   | 2.5 | 2    | 1.0 | ✓   | 1 0 0 0  |
| <i>Incandescent</i>   | 5   | 2.5 | 2    | 1.0 | ✓   | 6 0 0 0  |
| <i>Silver</i>         | 5   | 2.5 | 2    | 1.0 | ✓   | 1 0 0 0  |
| <i>Weeping</i>        | 5   | 2.5 | 2    | 1.0 | ✓   | 1 0 0 0  |
| <i>Warclubs</i>       |     |     |      |     |     |          |
| <i>Cast-Iron</i>      | 4   | 2.8 | 2    | 6.0 |     | 2 5      |
| <i>Normal</i>         | 6   | 3.2 | 2    | 5.0 |     | 6 0 0 0  |
| <i>Warhammers</i>     |     |     |      |     |     |          |
| <i>Battle Worn</i>    | 6   | 3   | 2    | 7.3 |     | 5 6 0 0  |
| <i>Bronze</i>         | 5   | 3.3 | 2    | 8.5 |     | 1 7 0 0  |
| <i>Combine</i>        | 6   | 3   | 2    | 7.3 | ✓   | 43 0 0 0 |
| <i>Dwarven</i>        | 7   | 3.3 | 2    | 7.5 |     | 4 5 0 0  |
| <i>Feir'Dal</i>       | 6   | 3   | 2    | 7.3 |     | 5 6 0 0  |
| <i>Fine Steel</i>     | 6   | 3   | 2    | 7.3 |     | 5 6 0 0  |
| <i>Tarnished</i>      | 4   | 2.8 | 2    | 7.5 |     | 1 8 0    |
| <i>Teir'Dal</i>       | 6   | 3   | 2    | 6.7 |     | 5 6 0 0  |
| <i>Normal</i>         | 6   | 3.2 | 2    | 7.5 |     | 6 0 0 0  |

## Two-Handed Blunt Weapons

| Weapon                     | Dmg | Del | Size | Wt   | Mag | Value     |
|----------------------------|-----|-----|------|------|-----|-----------|
| <i>Great Staffs</i>        |     |     |      |      |     |           |
| <i>Battle Worn</i>         | 9   | 3.6 | 3    | 10.0 |     | 6 5 0 0   |
| <i>Cast-Iron</i>           | 7   | 4   | 3    | 11.0 |     | 4 3 0 0   |
| <i>Combine</i>             | 9   | 3.6 | 3    | 10.0 | ✓   | 42 5 0 0  |
| <i>Feir'Dal</i>            | 9   | 3.6 | 3    | 10.0 |     | 6 5 0 0   |
| <i>Fine Steel</i>          | 9   | 3.6 | 3    | 10.0 |     | 6 5 0 0   |
| <i>Ivory Inlaid</i>        | 10  | 3.5 | 3    | 10.0 | ✓   | 85 0 0 0  |
| <i>Ivory</i>               | 10  | 3.5 | 3    | 10.0 | ✓   | 100 0 0 0 |
| <i>Teir'Dal</i>            | 9   | 3.6 | 3    | 9.5  |     | 6 5 0 0   |
| <i>Warped</i>              | 7   | 4   | 3    | 11.0 |     | 4 9 0 0   |
| <i>Worn</i>                | 6   | 4   | 3    | 10.0 |     | 2 0 0     |
| <i>Normal</i>              | 9   | 3.8 | 3    | 10.0 |     | 18 0 0 0  |
| <i>Mroons Toy</i>          | 20  | 7   | 3    | 12.0 |     | 4 5 0 0   |
| <i>Shovel</i>              | 4   | 2.7 | 2    | 6.0  |     | 3 5 0     |
| <i>Staff of Runes</i>      | 9   | 3.6 | 3    | 2.5  | ✓   | 0         |
| <i>Staff of Symbols</i>    | 10  | 3.4 | 3    | 2.5  | ✓   | 0         |
| <i>Staff of the Khanza</i> | 9   | 3   | 3    | 8.0  |     | 0         |

| Weapon                          | Dmg | Del | Size | Wt   | Mag | Value    |
|---------------------------------|-----|-----|------|------|-----|----------|
| <i>Staff of Tracing</i>         | 7   | 4   | 3    | 2.5  | ✓   | 0        |
| <i>Staff of Warding</i>         | 8   | 3.8 | 3    | 2.5  | ✓   | 0        |
| <i>Staffs</i>                   |     |     |      |      |     |          |
| <i>Bonethunder</i>              | 9   | 3.6 | 3    | 10.0 | ✓   | 7 5 0 0  |
| <i>Runed Totem</i>              | 9   | 3.7 | 3    | 11.0 | ✓   | 3 5 0 0  |
| <i>Sap Sheen</i>                | 10  | 3.4 | 3    | 7.5  | ✓   | 5 0 0 0  |
| <i>Thunder</i>                  | 5   | 3.1 | 3    | 8.5  | ✓   | 1 2 0 0  |
| <i>Treant</i>                   | 10  | 3.5 | 3    | 9.5  | ✓   | 5 0 0 0  |
| <i>Stave (Burnished Wooden)</i> | 15  | 4.5 | 3    | 11.0 | ✓   | 4 9 0 0  |
| <i>Two Handed Hammers</i>       |     |     |      |      |     |          |
| <i>Bronze</i>                   | 8   | 4.5 | 3    | 14.0 |     | 7 0 0 0  |
| <i>Cast-Iron</i>                | 13  | 5.1 | 3    | 13.0 |     | 6 5 0 0  |
| <i>Rusty</i>                    | 7   | 4.5 | 3    | 13.0 |     | 3 0 0    |
| <i>Shadowed</i>                 | 13  | 5.1 | 3    | 13.0 | ✓   | 0        |
| <i>Normal</i>                   | 13  | 5.1 | 3    | 13.0 |     | 25 0 0 0 |
| <i>War Maul (Ogre)</i>          | 17  | 5   | 3    | 13.0 |     | 5 0 0 0  |

## Standard Bows

You can make a standard bow out of five different types of wood: hickory, elm, ashwood, oak and darkwood (from weakest to strongest). You can carve it with a whittling blade, shape it with a planing tool, or leave it rough. You can string it with hemp, linen or silk, and you can add a cam or two cams (two cams make it a compound bow), or leave it a recurve bow. There are 63 different bows you can make, in all. Each weighs 4 pounds and is size 3.

The stronger the wood, the greater the damage (**Dmg**) and **Range**, but the greater the refire **Delay** between shots, as well. Adding any features to your bow reduces the refire delay, but also reduces the damage it inflicts. Adding features also costs more and increases its **Value**.

You can use your Fletching skill to make a standard bow or arrow. As with all trade skills, combine the necessary elements in the appropriate trade container (a Fletching kit).

| Part              | Diff | Dmg | Range | Delay | Value     | Part             | Diff | Dmg | Range | Delay | Value     |
|-------------------|------|-----|-------|-------|-----------|------------------|------|-----|-------|-------|-----------|
| <b>Wood</b>       |      |     |       |       |           | <b>Tooled</b>    |      |     |       |       |           |
| Hickory           | 0    | 10  | 50    | 5.0   | 2 0 0     | None (Rough)     | 0    | -   | -     | -     | -         |
| Elm               | 50   | 13  | 75    | 5.1   | 2 0 0 0   | With Whittling   |      |     |       |       |           |
| Ashwood           | 95   | 16  | 100   | 5.8   | 15 0 0 0  | Blade (Carved)   | 75   | -1  | -     | -0.4  | +2 0 0 0  |
| Oak               | 125  | 21  | 125   | 6.5   | 65 0 0 0  | With Planing     |      |     |       |       |           |
| Darkwood          | 160  | 25  | 150   | 6.8   | 215 0 0 0 | Tool (Shaped)    | 110  | -2  | -     | -0.9  | +10 0 0 0 |
| <b>Drawstring</b> |      |     |       |       |           | <b>Cam *</b>     |      |     |       |       |           |
| Hemp Twine        | 0    | -   | -     | -     | +1 0      | None (Recurve)   | 0    | -   | -     | -     | -         |
| Linen String      | 15   | -1  | -     | -0.4  | +2 0      | 1-Cam            | 145  | -1  | -     | -0.5  | +37 0 0 0 |
| Silk String       | 30   | -2  | -     | -0.8  | +5 0      | Compound (2-Cam) | 175  | -2  | -     | -1.0  | +74 0 0 0 |

\* Yes, cams increase damage in the real world, but Norrath isn't exactly the real world, is it?

Some woods can not be crafted into all types of bows. For each type of wood, these are the bows that can be crafted:

| Wood     | Rough | Carved | Shaped | No Cam | 1-Cam | Compound |
|----------|-------|--------|--------|--------|-------|----------|
| Hickory  | ✓     | no     | no     | ✓      | no    | no       |
| Elm      | ✓     | ✓      | no     | ✓      | no    | no       |
| Ashwood  | ✓     | ✓      | ✓      | ✓      | no    | no       |
| Oak      | ✓     | ✓      | ✓      | ✓      | ✓     | no       |
| Darkwood | ✓     | ✓      | ✓      | ✓      | ✓     | ✓        |

To help you understand, let's assemble a few sample bows:

| Sample Bow | Wood     | Tooling | String | Cam      | Diff | Damage | Range | Delay | Value     |
|------------|----------|---------|--------|----------|------|--------|-------|-------|-----------|
| A          | Hickory  | None    | Hemp   | None     | 0    | 10     | 50    | 5.0   | 2 1 0     |
| B          | Elm      | Carved  | Hemp   | None     | 75   | 12     | 75    | 4.7   | 4 0 1 0   |
| C          | Ashwood  | Carved  | Linen  | None     | 95   | 14     | 100   | 5.0   | 17 0 2 0  |
| D          | Oak      | Shaped  | Linen  | 1-Cam    | 145  | 17     | 125   | 4.7   | 112 0 2 0 |
| E          | Darkwood | Shaped  | Silk   | Compound | 175  | 19     | 150   | 4.1   | 299 0 5 0 |

## Standard Arrows

There are 216 different arrows that you can make, given all the possible combinations of head, shaft, fletch and nock. Rather than list all 216, we're going to tell you what each part of the arrow costs, and how it affects the arrow's performance, and give a couple of examples so that you can figure out what you need to know when making or buying arrows. First, all standard arrows (the ones you can make) weigh 10 to the pound and are size 1. You make 5 arrows at a time. Up to 20 can be stacked in a slot. Each arrow must have a head, a shaft, a fletch (or vane) and a nock. Some of these don't modify the arrow's performance, but each part is necessary — for example, a wood shaft doesn't add to the arrow's damage, but you'd have a tough time firing an arrow that didn't have a shaft.

| Part                | Diff | Dmg | Range | Value   | Part          | Diff | Dmg | Range | Value   |
|---------------------|------|-----|-------|---------|---------------|------|-----|-------|---------|
| <b>Head</b>         |      |     |       |         | <b>Fletch</b> |      |     |       |         |
| Point (Field Point) | 0    | +1  | -     | 4       | Round Cut     |      |     |       |         |
| Hooked              | 75   | +2  | -     | 6 3     | (CLASS 1)     | 0    | -   | +50   | -       |
| Silver Tip          | 135  | +3  | -     | * 7 6 3 | Parabolic Cut |      |     |       |         |
|                     |      |     |       |         | (CLASS 2)     | 30   | -   | +100  | + 6     |
| <b>Shaft</b>        |      |     |       |         | Shield Cut    |      |     |       |         |
| Wood                | 0    | -   | -     | -       | (CLASS 3)     | 60   | +1  | -     | + 2 9   |
| Bone                | 50   | +1  | -     | + 1 4   | Wood Vane     |      |     |       |         |
| Ceramic             | 100  | +2  | -     | + 2 1 9 | (CLASS 4)     | 90   | +1  | +25   | + 1 2 9 |
| Steel               | 150  | +3  | -     | + 5 3 9 | Bone Vane     |      |     |       |         |
|                     |      |     |       |         | (CLASS 5)     | 120  | +1  | +75   | + 2 5 9 |
| <b>Nock</b>         |      |     |       |         | Ceramic Vane  |      |     |       |         |
| Large Groove        | 0    | -   | -     | -       | (CLASS 6)     | 150  | +2  | +50   | + 6 6 6 |
| Medium Groove       | 20   | -   | +25   | + 2     |               |      |     |       |         |
| Small Groove        | 40   | -   | +50   | + 7     |               |      |     |       |         |



## Items: Weapons

Again, to help you understand, let's assemble a few sample arrows:

| Sample Arrow | Head   | Shaft   | Fletch        | Nock          | Diff | Damage | Range | Value   |
|--------------|--------|---------|---------------|---------------|------|--------|-------|---------|
| a            | Point  | Wood    | Round Cut     | Large Groove  | 0    | +1     | +50   | 4       |
| b            | Point  | Bone    | Parabolic Cut | Large Groove  | 50   | +2     | +100  | 2 2     |
| c            | Point  | Bone    | Shield Cut    | Medium Groove | 60   | +3     | -     | 4 9     |
| d            | Hooked | Ceramic | Wood Vane     | Medium Groove | 100  | +5     | +50   | 4 1 3   |
| e            | Hooked | Ceramic | Bone Vane     | Small Groove  | 120  | +5     | +125  | 5 4 8   |
| f            | Hooked | Steel   | Ceramic Vane  | Small Groove  | 150  | +7     | +100  | 1 2 7 5 |

\*Silver-tip (formerly “bladed”) arrows are somewhat different. First, they're magical – they can hurt creatures who can only be hurt with magical weapons. Second, although the base cost for a silver tip is almost 8 gold (7 6 3), the total cost for the arrow is halved, so that the most expensive arrows (particularly those with steel shafts and ceramic vanes) actually cost less, and sell for less, with a silver tip added to them. And third, you make silver-tip arrows 10 at a time, rather than just 5. Here are a few silver-tip arrows:

| Sample Arrow | Head       | Shaft   | Fletch       | Nock          | Diff | Damage | Range | Value |
|--------------|------------|---------|--------------|---------------|------|--------|-------|-------|
| g            | Silver Tip | Wood    | Round Cut    | Large Groove  | 135  | +3     | +50   | 3 8 2 |
| h            | Silver Tip | Ceramic | Wood Vane    | Medium Groove | 135  | +6     | +50   | 5 5 7 |
| i            | Silver Tip | Steel   | Ceramic Vane | Small Groove  | 150  | +8     | +100  | 9 8 8 |

## Bow & Arrow Stats

The final stats for any bowshot you fire depend on both the bow and the arrow you use. Combine the stats for both to get the expected results:

| Sample Bow | Sample Arrow | Damage      | Range           | Delay |
|------------|--------------|-------------|-----------------|-------|
| A          | a            | 11 (10 + 1) | 100 (50 + 50)   | 5.0   |
| B          | c            | 15 (12 + 3) | 75 (75 + 0)     | 4.7   |
| C          | e            | 19 (14 + 5) | 225 (100 + 125) | 5.0   |
| D          | g            | 20 (17 + 3) | 175 (125 + 50)  | 4.7   |
| E          | i            | 27 (19 + 8) | 250 (150 + 100) | 4.1   |

## Other Bows

There are other bows to be found in Norrath, besides the ones you can make. Here are a few of them. Note that you can fire any arrow with any bow.

| Bow                          | Damage | Delay | Size | Wt  | Range | Magic | Value   |
|------------------------------|--------|-------|------|-----|-------|-------|---------|
| <i>Elven Shortbow</i>        | 7      | 4     | 3    | 4.5 | 50    |       | 4 0 0 0 |
| <i>Gnomish Composite Bow</i> | 16     | 4.3   | 3    | 3.5 | 100   |       | 5 0 0 0 |
| <i>Hunting Bow</i>           | 5      | 4.3   | 2    | 3.5 | 50    |       | 2 4 0   |
| <i>LarkTwitter Bow</i>       | 14     | 4.2   | 3    | 4.5 | 100   | ✓     | 5 0 0 0 |
| <i>Longbow</i>               | 8      | 5.1   | 3    | 5   | 100   |       | 3 5 0 0 |
| <i>Runed Oak Bow</i>         | 21     | 4.3   | 3    | 4.5 | 125   | ✓     | 4 0 0 0 |
| <i>Short Bow</i>             | 6      | 4     | 2    | 3.5 | 50    |       | 3 6 0 0 |

## Other Arrows

There are other arrows to be found, as well, including your basic "arrow."

| Arrow                          | Damage | Size | Wt  | Range | Magic | Value   |
|--------------------------------|--------|------|-----|-------|-------|---------|
| <i>Arrow</i>                   | +1     | 1    | 0.1 | +25   |       | 8       |
| <i>Flight Arrow</i>            | +1     | 1    | 0.1 | +150  |       | 2 0 0   |
| <i>Glass Arrow</i>             | +1     | 1    | 0.1 | +100  | ✓     | 2 0 0   |
| <i>Gloomwater Arrow</i>        | +10    | 1    | 0.1 | +150  | ✓     | 2 5 0 0 |
| <i>Gnomish Longrange Arrow</i> | +4     | 1    | 0.1 | +150  |       | 1 0 0   |
| <i>LarkTwitter Arrow</i>       | +6     | 1    | 0.1 | +150  | ✓     | 1 0 0 0 |
| <i>Sheaf Arrow</i>             | +3     | 1    | 0.1 | +50   |       | 2 5 0   |
| <i>Shimmering Arrow</i>        | +1     | 1    | 0.1 | +100  | ✓     | 2 0 0   |



## Thrown Weapons

In addition to bows and arrow, there are other ranged weapons in *EverQuest*, which can be thrown. Here are some of the more basic thrown weapons.

| Thrown Weapon                | Damage | Delay | Size | Wt  | Range | Magic | Value |
|------------------------------|--------|-------|------|-----|-------|-------|-------|
| <i>Halfling Knife</i>        | 12     | 4.2   | 1    | 0.5 | 60    |       | 1 0 0 |
| <i>Knife of Lucin</i>        | 10     | 3.3   | 1    | 0.3 | 75    | ✓     | nfs   |
| <i>Shuriken</i>              | 4      | 2.6   | 1    | 0.5 | 60    |       | 1 0   |
| <i>Shuriken of Quellious</i> | 7      | 2.3   | 0    | 0.1 | 100   | ✓     | nfs   |
| <i>Throwing Dagger</i>       | 6      | 3.6   | 1    | 0.5 | 55    | ✓     | nfs   |
| <i>Throwing Knife</i>        | 5      | 3.6   | 1    | 0.5 | 45    |       | 1 0   |
| <i>Turmoil Warts</i>         | 9      | 2.4   | 1    | 0.3 | 125   | ✓     | 9 0 0 |

## Ammunition Slots

You have a slot for ammunition. If the slot has just one item left (for example, one arrow or one shuriken), *EverQuest* will search for other *identical* items in your inventory and use those first. (Generally, that means pulling more arrows or whatever from a quiver or bandolier.) Note that there are many different types of arrows, and this works only if you have arrows that are exactly the same as the remaining arrow in your ammunition (ammo) slot.

"**T**here's the entrance. Are we ready?" Nesmar whispered as he looked at the other members of the Decamen, a party of ten Paladins of Rodcet Nife.

At first, none of the other nine answered. Then, the largest, oldest, and most experienced of the group said, "If our duty is to root out the evil in this lair of Gnolls, then so be it." The burly man pulled his sword and held it high. "I stand ready!"

Nesmar smiled as the others then pulled their swords, raised their shields and made ready to do battle against the evil that threatened Qeynos herself.

# Jewelry

There are two different kinds of jewelry in Norrath: enchanted and ordinary. Ordinary jewelry is a fashion statement. Enchanted jewelry is a method of strategically increasing your statistics to enhance your performance in the game. Enchanted Jewelry is the way to go ... once you can afford it.

Jewelry is created by combining a bar of precious metal (silver, electrum, gold or platinum) and a gemstone in a Jeweler's Kit, and then successfully using your Jeweler skill. You can buy both precious metals and gemstones from merchants, or you might find them or trade for them on your own.

The best way to learn how to make jewelry is to make it ... all the time. Unenchanted jewelry is fine, just keep making it, selling it, making more, and so on, to raise your skill.

A piece of jewelry will have the listed "Enchanted Effects" only if the metal bar has been enchanted (by an Enchanter) *before* it is made into jewelry. Only PC Enchanters will enchant a bar of metal for you, and the price they charge (if any) is totally up to them. (This is one of those "it pays to be nice and flatter the caster" situations.)

The listed values for all items are given in platinum pieces. As with all values in this book, these are approximate numbers. Merchants tend to pay you less, and charge more, than the value listed here for any item. Note also that merchants are unimpressed by enchanted items. No NPC merchants sell enchanted items, and they won't pay you any more for an enchanted bar of metal than for an unenchanted bar. They'll pay a little more for enchanted jewelry, but only about 5% – hardly worth the effort of creating it. (Of course, player characters are likely to value enchanted jewelry much higher than this. Capitalism can be your friend.)



| <u>Metal</u> | <u>Value (Platinum)</u> |
|--------------|-------------------------|
| Silver Bar   | .5                      |
| Electrum Bar | 2.5                     |
| Gold Bar     | 10                      |
| Platinum Bar | 100                     |

# Items: Jewelry

| <i><b>Jewelry</b></i>            | <i><b>Diff.</b></i> | <i><b>Value (Plat.)</b></i> |                     | <i><b>Enchanted Effects</b></i>                                    |
|----------------------------------|---------------------|-----------------------------|---------------------|--------------------------------------------------------------------|
|                                  |                     | <i><b>Unench.</b></i>       | <i><b>Ench.</b></i> |                                                                    |
| <b>Amber</b>                     |                     | <b>2.5</b>                  |                     | <b>Strength Enhancer</b>                                           |
| Silver Amber Ring                | 20                  | 3.3                         | 3.3                 | +2 STR                                                             |
| Electrum Amber Earring           | 74                  | 5.5                         | 5.8                 | +1 STR                                                             |
| <b>Bloodstone</b>                |                     | <b>0.5</b>                  |                     | <b>Stamina Enhancer</b>                                            |
| Silver Bloodstone Earring        | 10                  | 1.1                         | 1.1                 | +2 STA                                                             |
| Electrum Bloodstone Necklace     | 64                  | 3.3                         | 3.5                 | +3 STA                                                             |
| Gold Bloodstone Necklace         | 118                 | 12                          | 12                  | +5 STA                                                             |
| <b>Black Pearl</b>               |                     | <b>20</b>                   |                     | <b>Agility &amp; Dexterity Enhancer</b>                            |
| Blackened Pearl Silver Ring      | 36                  | 23                          | 24                  | +3 AGI & DEX                                                       |
| Black Pearl Electrum Choker      | 90                  | 25                          | 26                  | +4 AGI & DEX                                                       |
| <b>Black Sapphire</b>            |                     | <b>175</b>                  |                     | <b>Health, Mana &amp; Defense Enhancer</b>                         |
| Black Sapphire Silvered Necklace | 50                  | 193                         | 202                 | +30 HP, +30 Mana & +3 AC                                           |
| Black Sapphire Electrum Earring  | 104                 | 195                         | 204                 | +35 HP, +25 Mana & +2 AC                                           |
| <b>Carnelian</b>                 |                     | <b>0.85</b>                 |                     | <b>Agility Enhancer</b>                                            |
| Silver Carnelian Wedding Ring    | 16                  | 1.5                         | 1.5                 | +2 AGI                                                             |
| Electrum Carnelian Wedding Ring  | 70                  | 3.7                         | 3.9                 | +3 AGI                                                             |
| Gold Carnelian Wedding Ring      | 124                 | 12                          | 12                  | +5 AGI                                                             |
| <b>Cat's Eye Agate</b>           |                     | <b>0.2</b>                  |                     | <b>Charisma Enhancer</b>                                           |
| Silver Cat Eye Necklace          | 8                   | 0.8                         | 0.8                 | +3 CHA                                                             |
| Electrum Cat Eye Bracelet        | 62                  | 3.0                         | 3.1                 | +4 CHA                                                             |
| Golden Cat Eye Bracelet          | 116                 | 11                          | 12                  | +7 CHA                                                             |
| <b>Diamond</b>                   |                     | <b>200</b>                  |                     | <b>Enhanced Magical Resistance</b>                                 |
| Silver Diamond Wedding Ring      | 52                  | 221                         | 231                 | +3 save vs. Magic, Fire, Cold, Disease & Poison                    |
| Diamond Electrum Mask            | 106                 | 223                         | 233                 | +3 save vs. Magic; +5 vs. Fire & Cold;<br>+10 vs. Disease & Poison |
| <b>Emerald</b>                   |                     | <b>13</b>                   |                     | <b>Enhanced Defense &amp; Fire Resistance</b>                      |
| Silver Emerald Ring              | 32                  | 15                          | 16                  | +2 AC & +5 save vs. Fire                                           |
| Emerald Electrum Bracelet        | 86                  | 17                          | 18                  | +3 AC & +4 save vs. Fire                                           |
| <b>Fire Emerald</b>              |                     | <b>85</b>                   |                     | <b>Strength &amp; Dexterity Enhancer</b>                           |
| Silvered Fire Emerald Ring       | 42                  | 94                          | 98                  | +3 STR & DEX                                                       |
| Fire Emerald Electrum Bracelet   | 96                  | 96                          | 101                 | +3 STR & +5 DEX                                                    |
| <b>Fire Opal</b>                 |                     | <b>50</b>                   |                     | <b>Enhanced Health &amp; Defense</b>                               |
| Silver Fire Wedding Ring         | 38                  | 56                          | 58                  | +30 HP & +2 AC                                                     |
| Electrum Fire Wedding Ring       | 92                  | 58                          | 60                  | +35 HP & +3 AC                                                     |



| <i><b>Jewelry</b></i>         | <i><b>Diff.</b></i> | <i><b>Value (Plat.)</b></i>                                 |                     | <i><b>Enchanted Effects</b></i> |
|-------------------------------|---------------------|-------------------------------------------------------------|---------------------|---------------------------------|
|                               |                     | <i><b>Unench.</b></i>                                       | <i><b>Ench.</b></i> |                                 |
| <b><i>Hematite</i></b>        | <b><i>0.15</i></b>  | <b><i>Enhanced Fire Resistance</i></b>                      |                     |                                 |
| Silver Hematite Ring          | 6                   | 0.7                                                         | 0.7                 | +2 save vs. Fire                |
| Electrum Hematite Choker      | 60                  | 2.9                                                         | 3.0                 | +4 save vs. Fire                |
| Golden Hematite Choker        | 114                 | 11                                                          | 12                  | +7 save vs. Fire                |
| Platinum Hematite Ring        | 168                 | 110                                                         | 115                 | +7 save vs. Fire                |
| <b><i>Jacinth</i></b>         | <b><i>150</i></b>   | <b><i>Modified Magic Resist. &amp; Enhanced Defense</i></b> |                     |                                 |
| Silver Jacinth Wedding Ring   | 48                  | 166                                                         | 137                 | -7 save vs. Magic & +10 AC      |
| Jacinth Electrum Wedding Ring | 102                 | 168                                                         | 175                 | -3 save vs. Magic & +7 AC       |
| <b><i>Jade</i></b>            | <b><i>3.5</i></b>   | <b><i>Health, Mana &amp; Defense Enhancer</i></b>           |                     |                                 |
| Jaded Silver Ring             | 24                  | 4.4                                                         | 4.6                 | +5 HP, +5 Mana & +1 AC          |
| Jaded Electrum Bracelet       | 78                  | 6.6                                                         | 6.9                 | +10 HP, +10 Mana & +2 AC        |
| <b><i>Jasper</i></b>          | <b><i>0.75</i></b>  | <b><i>Wisdom Enhancer</i></b>                               |                     |                                 |
| Silver Jasper Ring            | 14                  | 1.4                                                         | 1.4                 | +2 WIS                          |
| Electrum Jasper Earring       | 68                  | 3.6                                                         | 3.7                 | +2 WIS                          |
| Jasper Gold Earring           | 122                 | 12                                                          | 12                  | +3 WIS                          |
| <b><i>Lapis Lazuli</i></b>    | <b><i>0.09</i></b>  | <b><i>Enhanced Disease Resistance</i></b>                   |                     |                                 |
| Silver Lapis Lazuli Necklace  | 5                   | 0.6                                                         | 0.6                 | +2 save vs. Disease             |
| Electrum Lapis Lazuli Earring | 56                  | 2.8                                                         | 3.0                 | +3 save vs. Disease             |
| Gold Lapis Lazuli Earring     | 110                 | 11                                                          | 12                  | +5 save vs. Disease             |
| <b><i>Malachite</i></b>       | <b><i>0.05</i></b>  | <b><i>Enhanced Poison Resistance</i></b>                    |                     |                                 |
| Silver Malachite Ring         | 1, 5                | 0.6                                                         | 0.6                 | +2 save vs. Poison              |
| Electrum Malachite Bracelet   | 54                  | 2.8                                                         | 2.9                 | +3 save vs. Poison              |
| Gold Malachite Bracelet       | 108                 | 11                                                          | 12                  | +5 save vs. Poison              |
| <b><i>Onyx</i></b>            | <b><i>0.65</i></b>  | <b><i>Dexterity Enhancer</i></b>                            |                     |                                 |
| Silver Onyx Bracelet          | 12                  | 1.3                                                         | 1.3                 | +2 DEX                          |
| Electrum Onyx Pendant         | 66                  | 3.5                                                         | 3.6                 | +3 DEX                          |
| Gold Onyx Pendant             | 120                 | 12                                                          | 12                  | +5 DEX                          |
| <b><i>Opal</i></b>            | <b><i>17</i></b>    | <b><i>Agility &amp; Stamina Enhancer</i></b>                |                     |                                 |
| Silver Opal Engagement Ring   | 34                  | 19                                                          | 20                  | +2 AGI & +3 STA                 |
| Electrum Opal Amulet          | 88                  | 21                                                          | 22                  | +3 AGI & +4 STA                 |
| <b><i>Pearl</i></b>           | <b><i>4.5</i></b>   | <b><i>Enhanced Defense &amp; Poison Resistance</i></b>      |                     |                                 |
| Silvered Pearl Ring           | 26                  | 5.5                                                         | 5.8                 | +2 AC & +4 save vs. Poison      |
| Electrum Pearl Choker         | 80                  | 7.7                                                         | 8.1                 | +3 AC & +6 save vs. Poison      |
| <b><i>Peridot</i></b>         | <b><i>10</i></b>    | <b><i>Enhanced Defense &amp; Cold Resistance</i></b>        |                     |                                 |
| Silvered Peridot Ring         | 30                  | 12                                                          | 12                  | +2 AC & +5 save vs. Cold        |
| Electrum Peridot Bracelet     | 84                  | 14                                                          | 14                  | +3 AC & +4 save vs. Cold        |

# Items: Jewelry

| <i><b>Jewelry</b></i>              | <i><b>Diff.</b></i> | <i><b>Value (Plat.)</b></i> |                     | <i><b>Enchanted Effects</b></i>                         |
|------------------------------------|---------------------|-----------------------------|---------------------|---------------------------------------------------------|
|                                    |                     | <i><b>Unench.</b></i>       | <i><b>Ench.</b></i> |                                                         |
| <b>Ruby</b>                        |                     | <b>125</b>                  |                     | <b><i>Enhanced Strength &amp; Wisdom</i></b>            |
| Silver Ruby Vail                   | 46                  | 138                         | 144                 | +4 STR & WIS                                            |
| Ruby Electrum Ring                 | 100, 154            | 140                         | 147                 | +4 STR & +2 WIS                                         |
| <b>Sapphire</b>                    |                     | <b>100</b>                  |                     | <b><i>Enhanced Strength &amp; Intelligence</i></b>      |
| Silvered Sapphire Necklace         | 44                  | 111                         | 116                 | +4 STR & INT                                            |
| Sapphire Electrum Earring          | 98                  | 113                         | 116                 | +4 STR & +2 INT                                         |
| <b>Star Rose Quartz</b>            |                     | <b>1</b>                    |                     | <b><i>Enhanced Intelligence</i></b>                     |
| Silver Rose Engagement Ring        | 18                  | 1.7                         | 1.7                 | +2 INT                                                  |
| Electrum Star Amulet               | 72                  | 3.9                         | 4.0                 | +2 INT                                                  |
| Golden Star Amulet                 | 126, 180            | 12                          | 13                  | +4 INT                                                  |
| Rose Platinum Engagement Ring      | 180                 | 111                         | 116                 | +4 INT                                                  |
| <b>Star Ruby</b>                   |                     | <b>65</b>                   |                     | <b><i>Enhanced Dexterity &amp; Charisma</i></b>         |
| Silvered Star Ruby Vail            | 40                  | 72                          | 75                  | +5 DEX & CHA                                            |
| Electrum Star Ruby Ring            | 94                  | 74                          | 78                  | +7 DEX & +5 CHA                                         |
| <b>Topaz</b>                       |                     | <b>5</b>                    |                     | <b><i>Enhanced Defense &amp; Disease Resistance</i></b> |
| Topaz Silver Necklace              | 28                  | 6.1                         | 6.3                 | +3 AC & +5 save vs. Disease                             |
| Topaz Electrum Earring             | 82                  | 8.3                         | 8.6                 | +2 AC & +5 save vs. Disease                             |
| <b>Turquoise</b>                   |                     | <b>0.11</b>                 |                     | <b><i>Enhanced Cold Resistance</i></b>                  |
| Silver Turquoise Bracelet          | 4                   | 0.7                         | 0.7                 | +2 save vs. Cold                                        |
| Electrum Turquoise Engagement Ring | 58                  | 2.9                         | 3.0                 | +3 save vs. Cold                                        |
| Gold Turquoise Engagement Ring     | 112                 | 11                          | 12                  | +5 save vs. Cold                                        |
| <b>Wolf's Eye Agate</b>            |                     | <b>3</b>                    |                     | <b><i>Enhanced Magic Resistance</i></b>                 |
| Silver Wolf's Eye Necklace         | 22                  | 4.1                         | 4.1                 | +4 save vs. Magic                                       |
| Wolf's Eye Electrum Bracelet       | 76                  | 6.3                         | 6.6                 | +4 save vs. Magic                                       |



# Shields & Blocking Items

Anything that acts like a shield — keeps other people's blows from landing — is listed below. Shields have the same stats as armor and clothing. All shields (and other blocking items, like a parrying dagger) add to your AC when you have them equipped (that is, in your hand). There are small, medium and large variations on several of the shields. In most cases, this only affects their weight (not their size or value), but note that small kite shields are Size 2, not 3 like the medium and large kite shields. Magical shields have the listed benefits, but might have other powers, as well.

## Normal

| Shield                          | Size  | Wt  |     |      | AC | Value |   |   |   |
|---------------------------------|-------|-----|-----|------|----|-------|---|---|---|
|                                 |       | S   | M   | L    |    | P     | G | S | C |
| Buckler                         | 1     | 2.2 | 3   | 3.8  | 4  | 3     | 0 | 0 | 0 |
| Combine Targ<br>(Target) Shield | 2     |     | 7.3 |      | 8  | 9     | 0 | 0 | 0 |
| Frogskin Shield                 | 1     |     | 3   |      | 3  | 1     | 5 | 0 |   |
| Kite Shield                     | 2/3/3 | 7.5 | 10  | 12.5 | 8  | 5     | 0 | 0 | 0 |
| Mithril Parrying<br>Dagger      | 1     |     | 2.4 |      | 5  | 3     | 0 | 0 | 0 |
| Parrying Dagger                 | 1     |     | 2.5 |      | 4  | 3     | 0 | 0 |   |
| Qeynos Kite Shield              | 3     |     | 10  |      | 8  | 2     | 0 | 0 | 0 |

| Shield                  | Size  | Wt   |      |      | AC | Value |   |   |   |
|-------------------------|-------|------|------|------|----|-------|---|---|---|
|                         |       | S    | M    | L    |    | P     | G | S | C |
| Round Shield            | 2     | 3.7  | 5    | 6.2  | 6  | 1     | 5 | 0 | 0 |
| Shield of Prexus        | 2     |      | 6.5  |      | 8  | 25    | 0 | 0 | 0 |
| Targ (Target)<br>Shield | 2     | 5.6  | 7.5  | 9.3  | 7  | 3     | 0 | 0 | 0 |
| Tower Shield            | 3     | 11.2 | 15   | 18.7 | 10 | 100   | 0 | 0 | 0 |
| Wooden Kite<br>Shield   | 2/3/3 | 9.3  | 12.5 | 15.6 | 7  | 3     | 0 | 0 | 0 |
| Wooden<br>Shield        | 2     | 3.7  | 5    | 6.2  | 5  |       |   |   | 9 |

## Magical

| Shield                   | Size | Weight |     |     | AC | Value |   |   |   | Enhancements                                 |
|--------------------------|------|--------|-----|-----|----|-------|---|---|---|----------------------------------------------|
|                          |      | Sm     | Md  | Lg  |    | P     | G | S | C |                                              |
| Bark Shield              | 1    |        | 2.5 |     | 15 | 3     | 3 | 0 | 0 | +5 AGI                                       |
| Bone Shield              | 3    | 9.5    | 9.5 | 9.5 | 8  | 2     | 5 | 0 | 0 | +1 save vs. Disease                          |
| Charred Guardian Shield  | 2    |        | 8   |     | 10 | 3     | 2 | 0 | 0 | +9 WIS                                       |
| Chitin Shell Shield      | 1    |        | 4   |     | 15 | 3     | 3 | 0 | 0 | +10 save vs. Poison                          |
| Cracked Darkwood Shield  | 2    |        | 5   |     | 12 | 3     | 2 | 0 | 0 | +9 STR                                       |
| Crested Mistmoore Shield | 2    |        | 6.5 |     | 10 | 4     | 5 | 0 | 0 | +6 DEX; +10 save vs. Magic, Disease & Poison |
| Devlas Ilkvel            | 2    |        | 7   |     | 12 | 7     | 0 | 0 | 0 | +5 DEX; +7 save vs. Poison                   |
| Giant Laceless Sandal    | 3    |        | 5   |     | 15 | 2     | 2 | 0 | 0 | +5 STA; -7 CHA                               |
| Runewood Shield          | 2    |        | 6   |     | 16 | 9     | 0 | 0 | 0 | +8 WIS; +15 save vs. Fire                    |
| Scute Shield             | 2    |        | 8   |     | 15 | 4     | 5 | 0 | 0 | +9 STA                                       |
| Shimmering Orb           | 0    |        | 0.2 |     | 15 | 4     | 5 | 0 | 0 | +20 HP                                       |
| Shiny Brass Shield       | 2    |        | 8   |     | 10 | 3     | 2 | 0 | 0 | +10 save vs. Magic                           |
| Silent Watch Shield      | 3    |        | 9.5 |     | 10 | 5     | 0 | 0 | 0 | +10 WIS                                      |
| Trueheart Shield         | 2    |        | 6.5 |     | 20 | 9     | 0 | 0 | 0 | +5 STR, WIS & AGI                            |





# Creatures

# Creatures of Norrath

"Ah, wary traveler," Darna said as she pushed her blonde locks out of her eyes and wiped her ink-stained fingers on her tunic, "you come to me with queries about the creatures of this land. How very wise of you! My life's work is to compile useful information about the creatures of Norrath into this bestiary. Of course, I am not finished yet as our world is so vast. However, please feel free to peruse the descriptions of the creatures surrounding the larger cities . . ."

**Disclaimer.** First, these stats only represent those creatures that venture closest to the cities. Second, they only represent an initial survey of even those creatures. This chronicler is sure that many more – and much more dangerous – creatures lie beyond the horizon.

When several creatures are listed under one heading (as with different varieties of bear to be found under "Bear"), the first stats are those shared by all of that type of creature. For example, all bears are "Warriors." That stat is listed once and not repeated for each variety of bear. Then, each specific variety lists those stats that are different from other varieties of bear.

**Class.** All creatures of Norrath, intelligent or not, can be described by one of the adventuring classes. For example, most of the less intelligent creatures fit the Warrior pattern.

**Typical Levels** list the probable level of experience for each creature. **Typical Attributes** list the probable stats for the creature. In general, all of the "skills" (especially its ability to fight) are at about the same level, so one general **Typical Skill Level** is listed. The most common exception is **Swimming skill**; when it is different, the creature's Swimming skill is also listed.

**Speed** and **Attack Speed** are listed as *Slowest, Slower, Slow, Average, Fast, Faster, Fastest*. A typical human's Speed and Attack Speed are both Average.

**Base Damage** is how much damage the creature can inflict with a single strike. However, many creatures also have a **Combat Factor**, that can help increase this damage. The higher the Combat Factor, the better the creature fights, and the more damage it does. **Base AC** lists how well the creature's skin protects it from damage.

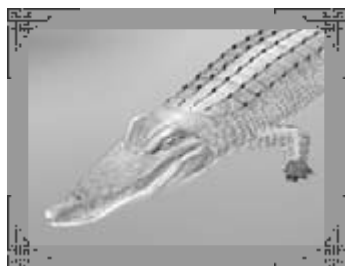
**Awareness Range** lists from how far away the creature is likely to spot you (*None, Shortest, Shorter, Short, Average, Long, Longer, Longest*). Average awareness range is about 600 feet.

**Average Reaction Radius** lists from how far away the creature will Con you (*None, Smallest, Smaller, Small, Average, Large, Larger, Largest*). Average reaction radius is about 60 feet.

**Frenzy.** If a creature sees it can outnumber a potential target by at least 3-to-1, it might frenzy and attack. The chance that each creature might frenzy is listed next.

The final common stat listed is **Recuperation**, given as *Slowest, Slower, Slow, Average, Fast, Faster, Fastest*.

In addition, some creatures list special stats, like magical resistances or invulnerability to normal weapons. For example, the basilisk has a stone breath that you would do well to avoid.



## Alligator

Warrior

Typical Levels 8-10

Typical Attributes

STR 100

STA 100

DEX 80

INT 20

AGI 65

WIS 20

Typical Skill Level 45

Typical Swimming skill 200

Speed Average

Attack Speed Average

Base Damage 10

Combat Factor 10

Base AC 4-6

Average Awareness Range

Average Reaction Radius

Likely to Frenzy

Average Recuperation



## Aviak

*An intelligent species, Aviak merchants will even deal with you.*

Warrior

Typical Levels 8-30

Typical Attributes

STR 85

STA 85

DEX 80

INT 75

AGI 80

WIS 85

Typical Skill Level 145

Speed Average

Attack Speed Average

Base Damage 30

Combat Factor 16

Base AC 76

Average Awareness Range

Large Reaction Radius

Likely to Frenzy

Average Recuperation

### Aviak Chick

Typical Levels 3-5

Typical Skill Level 20

Base Damage 5

Combat Factor 0

Base AC 0



## Barracuda

Warrior

Typical Levels 4-10

Typical Attributes

STR 80

STA 75

DEX 75

INT 15

AGI 95

WIS 15

Typical Skill Level 45

Speed Average

Attack Speed Average

Base Damage 10

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs in range

Least Likely to Frenzy

Average Recuperation

### Bloodgills Faction

Typical Levels 35-44

Typical Attributes

STR 95

Typical Skill Level 185

Attack Speed Fast

Base Damage 38

Combat Factor 34

Base AC 108

Unlikely to Frenzy



## Basilisk

Warrior

Typical Levels 5-10

Typical Attributes

STR 100

STA 100

DEX 80

INT 22

AGI 65

WIS 20

Typical Skill Level 40

Typical Swimming skill 200

Speed Average

Attack Speed Average

Stone Breath

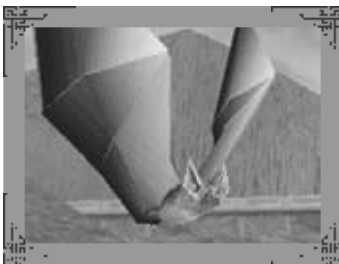
Base Damage 10

Average Awareness Range

Average Reaction Radius

Likely to Frenzy

Average Recuperation



## Bat

Warrior

Typical Levels 1-2

Typical Attributes

STR 20

STA 60

DEX 90

INT 20

AGI 100

WIS 20

Typical Skill Level 5

Speed Fast

Attack Speed Average

Base Damage 2

Average Awareness Range

Average Reaction Radius

Least Likely to Frenzy

Faster Recuperation

### Large Bat

Typical Levels 3-5

Typical Attributes

STR 45

AGI 120

Typical Skill Level 20

Speed Average

Base Damage 5

Large Reaction Radius

Less Likely to Frenzy

Average Recuperation

### Giant Bat

Typical Levels 5-7

Typical Attributes

STR 55

STA 60

DEX 90

INT 30

AGI 120

WIS 15

Typical Skill Level 30

Speed Average

Base Damage 7

Average Awareness Range

Large Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Bear

Warrior

Typical Attributes

STR 115

STA 125

DEX 80

INT 20

AGI 65

WIS 60

Average Awareness Range

### ***Black or Brown Bear***

Typical Levels 3-5

Typical Skill Level 20

Speed Average

Attack Speed Average

Base Damage 5

Average Reaction Radius

Likely to Frenzy

Fast Recuperation

### ***Grizzly or Kodiak Bear***

Typical Levels 9-11

Typical Skill Level 50

Speed Average

Attack Speed Average

Base Damage 11

Average Reaction Radius

Likely to Frenzy

Average Recuperation

### ***Polar Bear***

Typical Levels 5-10

Typical Skill Level 35

Speed Average

Attack Speed Average

Base Damage 8

Small Reaction Radius

Less Likely to Frenzy

Average Recuperation

### ***Glacier Bear***

Typical Levels 25-30

Typical Skill Level 135

Speed Average

Attack Speed Average

Base Damage 30

Combat Factor 4

Base AC 70

Can only be hit with Magic

Small Reaction Radius

Less Likely to Frenzy

Average Recuperation

Cold Resistance 200



## Beetle

Warrior

Typical Levels 1-14

Typical Attributes

STR 90

STA 100

DEX 50

INT 15

AGI 80

WIS 10

Typical Skill Level 10-65

Speed Slow

Attack Speed Average

Has Spit attack

Base Damage 3-14

Average Awareness Range

Average Reaction Radius

Less Likely to Frenzy

Faster Recuperation

### ***Scarab Beetle***

Typical Levels 7-9

Typical Attributes

STR 60

Typical Skill Level 40

Base Damage 9

Slow Recuperation

## Beetle (cont.)

### ***Giant Scarab Beetle***

Typical Levels 9-11  
 Typical Attributes  
     STR 60  
 Typical Skill Level 50  
 Base Damage 11  
 Slow Recuperation

### ***Lesser Scarab Beetle***

Typical Levels 2  
 Typical Attributes  
     STR 50  
 Typical Skill Level 10  
 Base Damage 3

### ***Minor Scarab Beetle***

Typical Levels 4-6  
 Typical Attributes  
     STR 75  
 Typical Skill Level 25  
 Base Damage 6

### ***Fire Beetle***

Typical Levels 2-3  
 Typical Attributes  
     STR 50  
 Typical Skill Level 10  
 Base Damage 3

### ***Ember Beetle***

Typical Levels 1-2  
 Typical Attributes  
     STR 50  
 Typical Skill Level 5  
 Speed Fast  
 Base Damage 2  
 Likely to Frenzy

### ***Giant Beetle***

Typical Levels 6-8  
 Typical Attributes  
     STR 75  
 Typical Skill Level 35  
 Base Damage 8  
 Slow Recuperation

### ***Pincer Beetle***

Typical Levels 10-12  
 Typical Attributes  
     STR 75  
 Typical Skill Level 55  
 Base Damage 12  
 Base AC 4  
 Slow Recuperation

### ***Borer Beetle***

Typical Levels 14-16  
 Typical Attributes  
     STR 75  
 Typical Skill Level 75  
 Base Damage 16  
 Base AC 20  
 Slow Recuperation

### ***Bixie Queen***

Shaman  
 Stone Hive Bixies Faction  
 Typical Levels 3-5  
 Might have low-level spells  
 Typical Skill Level 25  
 Can cast Darkness  
 Base Damage 5  
 Attacks all within range  
 Poison Resistance 200



## Bixie

Ranger

Many are in the Stone Hive  
 Bixies Faction

Typical Levels 1-2  
 Typical Attributes

STR 50  
 STA 70  
 DEX 100  
 INT 50  
 AGI 100  
 WIS 40

Typical Skill Level 5  
 Speed Average  
 Attack Speed Average  
 Has Poison

Base Damage 2  
 Average Awareness Range  
 Large Reaction Radius  
 Unlikely to Frenzy  
 Average Recuperation

### ***Bixie Drone or Guard***

Typical Levels 2-3  
 Typical Skill Level 10  
 No special abilities  
 Base Damage 3  
 Attacks all within range



## Brownie

Druid

Brownie Faction

Typical Levels 1-3

Might have low-level spells

Typical Attributes

STR 70

STA 70

DEX 100

INT 80

AGI 110

WIS 50

Typical Skill Level 10

Speed Average

Attack Speed Average

Base Damage 2-4

Average Awareness Range

Average Reaction Radius

Likely to Frenzy

Average Recuperation



## Burynai

Warrior

Burynai Legion Faction

Typical Levels 10-18

Typical Attributes

STR 95

STA 95

DEX 75

INT 75

AGI 85

WIS 75

Typical Skill Level 75

Speed Average

Attack Speed Average

Base Damage 12-18

Base AC 4-28

Shorter Awareness Range

Small Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Centaur

Warrior

Typical Levels 15-35

Typical Attributes

STR 120

STA 120

DEX 100

INT 100

AGI 75

WIS 100

Equipment Hunting Bow,

Arrow

Typical Skill Level 130

Speed Faster

Attack Speed Fast

Base Damage 15-35

Combat Factor 20

Base AC 30-80

No Awareness Range

No Reaction Radius

Won't Frenzy

Average Recuperation

Some have Resistances

(at around 50)



## Cyclops

Warrior

Typical Levels 28-32

Typical Attributes

STR 165

STA 165

DEX 65

INT 35

AGI 65

WIS 40

Typical Skill Level 150

Speed Fast

Attack Speed Fast

Base Damage 31

Combat Factor 20

Base AC 80

Average Awareness Range

Average Reaction Radius

Attacks all within range

Likely to Frenzy

Average Recuperation



## Devourer

Warrior

Typical Levels 15-25

Typical Attributes

STR 80

STA 110

DEX 80

INT 75

AGI 85

WIS 75

Typical Skill Level 70-115

Speed Average

Attack Speed Average

Base Damage 15-25

Base AC 15-50

Can only be hit with Magic

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs within range

Unlikely to Frenzy

Average Recuperation



## Drachnid

Ranger

Agents of Mistmoore

Faction

Typical Level 24-34

Typical Attributes

STR 100

STA 90

DEX 90

INT 90

AGI 90

WIS 90

Typical Skill Level 145

Speed Average

Attack Speed Fast

Base Damage 30

Base AC 60-90

Shorter Awareness Range

Small Reaction Radius

Unlikely to Frenzy

Average Recuperation

Magic Resistance 10

Poison Resistance 50





## Drake

*Black and emerald drakes have been observed near some of the cities of Norrath; other, more exotic varieties are said to roost in more remote realms.*

Warrior

Typical Levels 8-10

Typical Attributes

|     |     |
|-----|-----|
| STR | 85  |
| STA | 85  |
| DEX | 90  |
| INT | 50  |
| AGI | 100 |
| WIS | 50  |

Typical Skill Level 45

Speed Average

Attack Speed Average

Has Drake Breath

Base Damage 10

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Drixie

Warrior

Typical Levels 2-10

Typical Attributes

|     |     |
|-----|-----|
| STR | 75  |
| STA | 90  |
| DEX | 100 |
| INT | 50  |
| AGI | 100 |
| WIS | 40  |

Typical Skill Level 10-50

Speed Average

Attack Speed Average

Base Damage 3-10

Average Awareness Range

Large Reaction Radius

Average Chance to Frenzy

Average Recuperation

Some have Magic

Resistance 100

## ***Firiona Vie Drixie***

Druid, Rogue, Ranger,

Shaman, Warrior, Wizard

Firiona Vie Faction

Typical Level 28-32

Typical Attributes

|     |     |
|-----|-----|
| ALL | 125 |
|-----|-----|

Typical Skill Level 150

Attack Speed Fast

Base Damage 30

Base AC 80

Less Likely to Frenzy

No Resistance



## Drolvarg

Warrior

Pack of Tomar Faction

Typical Level 23-36

Typical Attributes

|     |     |
|-----|-----|
| STR | 100 |
| STA | 100 |
| DEX | 90  |
| INT | 85  |
| AGI | 90  |
| WIS | 70  |

Typical Skill Level 155

Speed Fast

Attack Speed Fast

Base Damage 30

Base AC 60-100

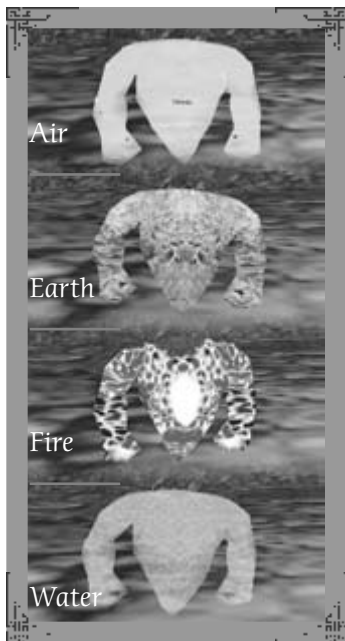
Shorter Awareness Range

Small Reaction Radius

Unlikely to Frenzy

Average Recuperation

Disease Resistance 15



## Elemental

*There are a wide range of elementals. This gives a few of the more common stats.*

Warrior

Elemental Faction

Typical Attributes

STR 150

STA 150

DEX 75

INT 50

AGI 50

WIS 50

Speed Average

Attack Speed Average

Some only vulnerable to Magic

Average Awareness Range

Small Reaction Radius

Likely to Frenzy

Average Recuperation



## Elephant

Warrior

Typical Levels 14-22

Typical Attributes

STR 125

STA 130

DEX 75

INT 30

AGI 50

WIS 50

Typical Skill Level 110

Speed Average

Attack Speed Average

Base Damage 21

Base AC 40

No Awareness Range

No Reaction Radius

Won't Frenzy

Average Recuperation

### Elephant Calf

Typical Levels 10-14

Base Damage 13

Base AC 8



## Faerie

Ranger

Faerie Faction

Typical Levels 6-23

Might have mid-level spells

Typical Attributes

STR 75

STA 75

DEX 100

INT 110

AGI 120

WIS 60

Typical Skill Level 35-110

Speed Average

Attack Speed Average

Base Damage 8-23

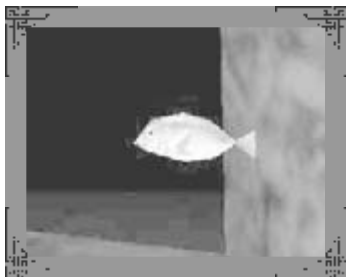
Base AC 10-48

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Fish

Warrior

Typical Levels 1-2

Typical Attributes

STR 15

STA 80

DEX 90

INT 15

AGI 115

WIS 15

Typical Skill Level 5

Typical Swimming skill 200

Speed Average

Attack Speed Average

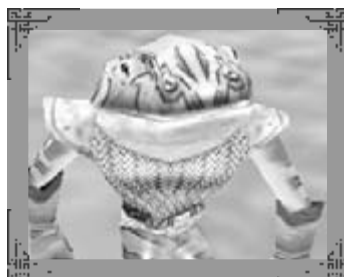
Base Damage 2

Average Awareness Range

Small Reaction Radius

Least Likely to Frenzy

Faster Recuperation



## Froglok

Frogloks can be Warrior,

Shaman, Rogue,

Necromancer,

Wizard, Ranger

Guk and Kunark

Froglok Factions

Typical Attributes

STR 85

STA 85

DEX 75

INT 75-125

AGI 85

WIS 65-120

Speed Average

Attack Speed Average

Base Damage 5-26

Base AC 8-60

Shorter Awareness Range

Small Reaction Radius

Unlikely to Frenzy

Average Recuperation

## Froglok Tadpole

Warrior

Typical Levels 1

Typical Attributes

STR 75

STA 80

DEX 75

INT 75

AGI 90

WIS 65

Typical Skill Level 5

Typical Swimming skill 200

Base Damage 2

Average Awareness Range

Less Likely to Frenzy

## Froglok Ghoul

All reported Froglok ghouls are Warriors. Other than that, they have the same average stats as Frogloks.



## Fungus Man

Ranger

Fungus Man Faction

Typical Levels 4-6

Might have low-level spells

Typical Attributes

STR 80

STA 90

DEX 90

INT 65

AGI 120

WIS 90

Typical Skill Level 25

Speed Average

Attack Speed Average

Base Damage 6

Average Awareness Range

Average Reaction Radius

More Likely to Frenzy

Faster Recuperation

### Fungus Spore

Typical Levels 1

Typical Skill Level 5

Speed Slower

Base Damage 2

Poison Resistance 200



## Ghoul

Warrior

Typical Levels 10-25

Typical Attributes

STR 120

STA 120

DEX 90

INT 45

AGI 75

WIS 15

Typical Skill Level 75

Speed Average

Attack Speed Average

Some see Invisible

(occasionally), have

Ghoul root

Base Damage 15-30

Base AC 20+

Can only be hit with Magic

Average Awareness Range

Average Reaction Radius

Likely to Frenzy

Average Recuperation

### Fungus Spore Guardian

Typical Levels 9-11

Typical Skill Level 50

Has Snare attack

Base Damage 11

Poison Resistance 200



## Giant, Forest

Warrior

The Kromdek Faction

Typical Levels 15-27

Typical Attributes

STR 125

STA 150

DEX 75

INT 65

AGI 75

WIS 60

Typical Skill Level 110

Speed Average

Attack Speed Average

Base Damage 18-26

Base AC 28-60

Shorter Awareness Range

Large Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Giant, Frost

Warrior

Typical Levels 38-42

Typical Attributes

STR 175

STA 165

DEX 60

INT 50

AGI 65

WIS 30

Typical Skill Level 200

Speed Fast

Attack Speed Fast

Base Damage 41

Combat Factor 60

Base AC 120

Average Awareness Range

Average Reaction Radius

More Likely to Frenzy

Average Recuperation

Cold Resistance 200



## Giant, Hill

Warrior

Typical Levels 33-37

Typical Attributes

STR 170

STA 160

DEX 60

INT 50

AGI 65

WIS 30

Typical Skill Level 175

Speed Fast

Attack Speed Fast

Base Damage 36

Combat Factor 40

Base AC 100

Average Awareness Range

Average Reaction Radius

Attacks all PCs within range

More Likely to Frenzy

Average Recuperation



## Gnoll

Warrior, Shaman,

Necromancer,

Shadow Knight

Factions: Split Paw Clan

and Sabertooths of

Blackburrow, plus a few

residents of Karana

Typical Attributes

STR 97

STA 105

DEX 75

INT 65

AGI 80

WIS 65

Typical Skill Level 80

Speed Average

Attack Speed Average

Base Damage 17

Base AC 24

Average Awareness Range

More Likely to Frenzy

Average Recuperation

### Gnoll Pup

Warrior

Typical Levels 1-2

Typical Attributes

STR 70

Typical Skill Level 5

Base Damage 2



## Goblín

Warrior, Wizard,

Shaman, Rogue

Factions include Clan

Runny Eye, Riptide

Goblins (Aqua Goblins),

Vox (Ice Goblins), Goblins

of Cleaving Tooth

(Kunark Goblins) and

Deeppockets, among

others

Typical Attributes

STR 67

STA 82

DEX 75

INT 65

AGI 82

WIS 70

Speed Average

Attack Speed Average

Average Awareness Range

Smaller Reaction Radius

Average Recuperation

### ***Goblin Whelp***

Warrior

Typical Levels 1-4

Typical Skill Level 5

Base Damage 2-4

Average Reaction Radius



## Griffín

Warrior

Typical Attributes

STR 135

STA 145

DEX 60

INT 45

AGI 60

WIS 45

Typical Skill Level 175

Speed Average

Average Awareness Range

Average Reaction Radius

Less Likely to Frenzy

Average Recuperation

### ***Griffon (male)***

Typical Levels 33-37

Attack Speed Fast

Base Damage 35

Combat Factor 40

Base AC 100

Can only be hit with Magic

Attacks all PCs within range

### ***Griffenne (female)***

Typical Levels 23-27

Attack Speed Average

Base Damage 25

Base AC 60

Attacks all PCs within range



## Golem

Warrior

Dreadguard Outer Faction

Typical Levels 13-22

Typical Attributes

STR 150

STA 150

DEX 75

INT 45

AGI 50

WIS 35

Typical Skill Level 90

Speed Slow

Attack Speed Average

Base Damage 16-21

Base AC 20-40

Some can only be hit with

Magic

Average Awareness Range

Larger Reaction Radius

Won't Frenzy

Average Recuperation

### ***Griffawn (young)***

Typical Levels 13-17

Attack Speed Average

Base Damage 16

Base AC 20



## Harpy

Warrior

Typical Levels 9-11

Might have low-level spells

Typical Attributes

STR 75

STA 90

DEX 90

INT 60

AGI 90

WIS 50

Typical Skill Level 50

Speed Average

Attack Speed Average

Has Breath attack

Base Damage 11

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation

## Invisible Man

(a.k.a. Shadowed Man)

Warrior, Cleric,

Necromancer

Shadowed Men Faction

Typical Levels 24-26

Might have mid-level spells

Typical Attributes

STR 80

STA 80

DEX 80

INT 60-120

AGI 90

WIS 60-120

Typical Skill Level 125

Speed Fastest

Attack Speed Average

Base Damage 25

Base AC 60

Can only be hit with Magic

Average Awareness Range

Average Reaction Radius

Attacks all PCs within range

Least Likely to Frenzy

Average Recuperation



## Kobold

Warrior, Shaman

Kobold Faction

Typical Levels 6-8

Typical Attributes

STR 65

STA 80

DEX 75

INT 60

AGI 80

WIS 60

Speed Average

Attack Speed Average

Base Damage 8

Average Awareness Range

Smaller Reaction Radius

Average Chance to Frenzy

Average Recuperation

Some have Disease

Resistance 100

Some have Poison

Resistance 100

### **Kobold Runt**

Warrior

Typical Levels 1-2

Typical Skill Level 5

Base Damage 2



## Leech

*Leeches cover a wide range of size and danger. The most dangerous are said to infest Kunark's Swamp of No Hope.*

Warrior

Typical Levels 1-26

Typical Attributes

STR 80

STA 75

DEX 75

INT 10

AGI 75

WIS 10

Typical Skill Level 5-120

Speed Average

Attack Speed Average

Base Damage 2-25

Base AC 8-56

Shorter Awareness Range

Small Reaction Radius

Usually attacks all PCs

within range

Less Likely to Frenzy

Average Recuperation



## Lion

Warrior

Typical Attributes

STA 95

DEX 100

INT 20

AGI 110

WIS 20

Speed Fast

Attack Speed Average

Average Awareness Range

Average Reaction Radius

Average Recuperation

### Lion (male)

Typical Levels 8-10

Typical Attributes

STR 95

Typical Skill Level 45

Base Damage 10

Unlikely to Frenzy



### Lioness (female)

Typical Levels 6-8

Typical Attributes

STR 95

Typical Skill Level 35

Base Damage 8

Likely to Frenzy

### Lion (young)

Typical Levels 3-6

Typical Attributes

STR 80

Typical Skill Level 20

Base Damage 5

Likely to Frenzy

### Highland Lion

Typical Levels 13-15

Typical Attributes

STR 95

Typical Skill Level 70

Speed Faster

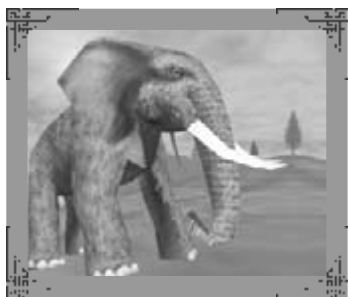
Base Damage 15

Base AC 16

Large Reaction Radius

Likely to Frenzy





## Mammoth

Warrior

Typical Levels 22-26

Typical Attributes

STR 150

STA 150

DEX 85

INT 50

AGI 50

WIS 65

Typical Skill Level 120

Speed Average

Attack Speed Average

Base Damage 25

Base AC 55

No Awareness Range

No Reaction Radius

Won't Frenzy

Average Recuperation

### Mammoth Calf

Typical Levels 10-14

Typical Attributes

STR 125

STA 130

DEX 75

INT 30

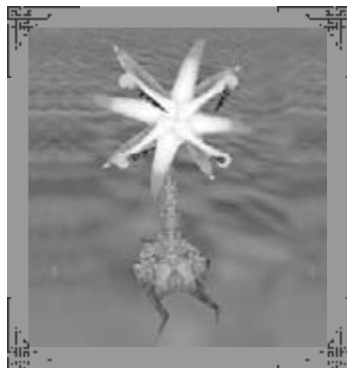
AGI 50

WIS 50

Typical Skill Level 60

Base Damage 13

Base AC 8



## Man Eating Plant

*Includes heartblood fern, weeping mantrap, bloodrose and hangman*

Warrior

Typical Levels 5-25

Typical Attributes

STR 95

STA 95

DEX 75

INT 10

AGI 75

WIS 10

Typical Skill Level 35-120

Speed Average

Attack Speed Average

Base Damage 5-25

Base AC 5-55

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs within range

Unlikely to Frenzy

Average Recuperation



## Minotaur

Warrior

Meldrath Faction

Typical Levels 9-36

Typical Attributes

STR 120

STA 120

DEX 85

INT 65

AGI 75

WIS 50

Some have Minotaur

Battle Axe

Typical Skill Level 150

Speed Average

Attack Speed Fast

Base Damage 11-36

Combat Factor 13-40

Base AC 60-100

Average Awareness Range

Larger Reaction Radius

Stronger minotaurs attack

all who come within range

Won't Frenzy

Average Recuperation



## Mosquito

Warrior

Typical Levels 1-25

Typical Attributes

|     |       |
|-----|-------|
| STR | 55-80 |
| STA | 75    |
| DEX | 75    |
| INT | 10    |
| AGI | 85    |
| WIS | 10    |

Typical Skill Level 5-120

Speed Average

Attack Speed Average

Base Damage 2-25

Base AC 0-55

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs within range

Least Likely to Frenzy

Average Recuperation



## Orc

Warrior, Shaman,  
Shadow Knight

There are several orc factions,  
including the Death Fist  
Orcs, the Crushbone Orcs,  
and the Vox Faction

Typical Attributes

|     |    |
|-----|----|
| STR | 90 |
| STA | 90 |
| DEX | 80 |
| INT | 67 |
| AGI | 82 |
| WIS | 67 |

Speed Average

Attack Speed Average

Average Awareness Range

Average Reaction Radius

More Likely to Frenzy

Average Recuperation

Some have Cold Resistance 25



## Pegasus

Warrior

Typical Levels 10-20

Typical Attributes

|     |     |
|-----|-----|
| STR | 110 |
| STA | 120 |
| DEX | 75  |
| INT | 100 |
| AGI | 100 |
| WIS | 100 |

Typical Skill Level 120

Speed Faster

Attack Speed Average

Base Damage 16

Base AC 20

No Awareness Range

No Reaction Radius

Won't Frenzy

Average Recuperation



## Piranha

*Includes piranha, pirhrana, giant piranha. The largest and strongest piranhas are rumored to lurk beneath the waters of Nektullos Forest.*

Warrior

Typical Levels 2-14

Typical Attributes

STR 22-75

STA 85

DEX 90

INT 20

AGI 115

WIS 20

Typical Skill Level 10-60

Typical Swimming skill 200

Speed Fast

Attack Speed Average

Base Damage 3-13

Base AC 0-8

Average Awareness Range

Average Reaction Radius

Attacks all within range

Most Likely to Frenzy

Faster Recuperation



## Pixie

Rogue, Ranger

Pixie Faction

Typical Attributes

STR 65

STA 70

DEX 100

INT 90

AGI 120

WIS 50

Speed Average

Attack Speed Average

Base Damage 3

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Puma

Warrior

Typical Levels 5-9

Typical Attributes

STR 90

STA 100

DEX 100

INT 20

AGI 110

WIS 20

Typical Skill Level 35

Speed Fast

Attack Speed Average

Base Damage 8

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Rat

Warrior

Typical Attributes

STR 65

STA 95

DEX 90

INT 30

AGI 105

WIS 20

Typical Swimming skill 50

Speed Average

Attack Speed Average

Average Chance to Frenzy

Fast Recuperation

### Large Rat

Typical Levels 1-2

Typical Skill Level 5

Base Damage 2

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

### Giant Rat

Typical Levels 2-4

Typical Skill Level 15

Base Damage 4

Average Awareness Range

Average Reaction Radius

Least Likely to Frenzy

### Plague Rat

Typical Levels 8-10

Typical Skill Level 45

Carries Plague Disease

Base Damage 10

Base AC 8

Average Awareness Range

Small Reaction Radius

Average Chance to Frenzy

### Giant Plague Rat

Typical Levels 12-16

Typical Skill Level 70

Speed Average

Attack Speed Average

Carries Plague Disease

Base Damage 15

Base AC 16

Shortest Awareness Range

Small Reaction Radius

Average Chance to Frenzy

**L**irahl, the Verishe Mal master of this arm of the Paw, shoved all the parchments from his desk. "You still have not solved the problem, Anozal!"

Anozal sighed and began to pick up the parchments upon which he had carefully outlined his plan for subjugating the Splitpaw Gnolls, which included ignoring the hidden rebels. "The last rebel group is horribly fragmented and no real threat, Master."

The master stood and glared at his intelligent, but inexperienced, assistant. He stepped on the parchment Anozal was picking up and grabbed the younger gnoll by his ear. Drawing Anozal up, he snarled, "Are you willing to suffer my wrath every time a rebel surfaces?"

Anozal gulped, "And so my plan is to hunt down and kill every last rebel."



## Sabertooth

Warrior

Typical Levels 2-24

Typical Attributes

STR 85

STA 75

DEX 75

INT 15

AGI 95

WIS 15

Typical Skill Level 10-115

Speed Fast

Attack Speed Average

Base Damage 3-24

Base AC 4-52

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs within range

Least Likely to Frenzy

Average Recuperation



## Sarnak

Warrior, Shaman

Sarnak Collective Faction

Typical Attributes

STR 90

STA 95

DEX 80

INT 75

AGI 80

WIS 75

Speed Average

Attack Speed Average

Base Damage 4-28

Base AC 4-68

Shorter Awareness Range

Small Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Scarecrow

Warrior

Typical Levels 13-17

Typical Attributes

STR 100

STA 125

DEX 75

INT 10

AGI 75

WIS 10

Typical Skill Level 75

Speed Average

Attack Speed Average

Sees Invisible,

has Fear attack

Base Damage 16

Base AC 20

Can only be hit with Magic

Average Awareness Range

Average Reaction Radius

Attacks all PCs within range

Less Likely to Frenzy

Average Recuperation



## Scorpion

Warrior

Typical Levels 2-15

Typical Attributes

STR 75

STA 75

DEX 75

INT 10

AGI 90

WIS 10

Typical Skill Level 10-85

Speed Average

Attack Speed Average

Base Damage 3-15

Base AC 0-25

Shorter Awareness Range

Small Reaction Radius

Attacks all PCs within range

Unlikely to Frenzy

Average Recuperation



## Skeleton

Same class as when alive

Many are in Blood Sabers

Faction

Typical Levels 10-40

Might have low-level spells

Typical Attributes

STR 90

STA 80

DEX 80

INT 10-45

AGI 80

WIS 15

Often bear rusty weapons

Speed Average

Attack Speed Average

See Invisible

Base Damage 10-20

Base AC 5

Shorter Awareness Range

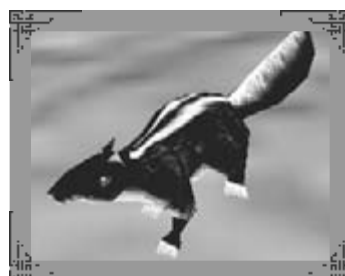
Small Reaction Radius

Unlikely to Frenzy

Average Recuperation

Disease Resistance 10

Poison Resistance 10



## Skunk, Large

Warrior

Typical Levels 1-3

Typical Attributes

STR 75

STA 90

DEX 90

INT 20

AGI 90

WIS 20

Typical Skill Level 10

Speed Average

Attack Speed Average

Has Skunk spray

Base Damage 3

Average Awareness Range

Average Reaction Radius

Likely to Frenzy

Faster Recuperation



## Snake

### General Stats

Warrior

Typical Attributes

STA 100

DEX 90

INT 20

AGI 105

WIS 30

Typical Swimming skill 200

Speed Average

Attack Speed Average

Average Awareness Range

Average Reaction Radius

***Snake, including Black, Green, Rattle, and Water Moccasin***

Typical Levels 1-2

Typical Attributes

STR 65

Typical Skill Level 5

Base Damage 2

Won't Frenzy

Faster Recuperation

### Large Snake

Typical Levels 3-7

Typical Attributes

STR 75

Typical Skill Level 20

Has Weak Poison (most)

Base Damage 5-7

Likely to Frenzy

Average Recuperation

### Giant Snake

*Including giant green snake and giant rattlesnake*

Typical Levels 7-11

Typical Attributes

STR 90

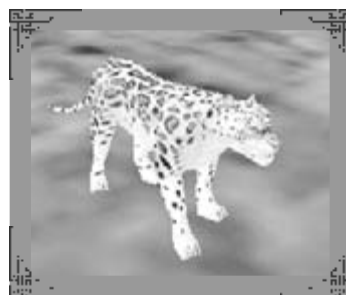
Typical Skill Level 40

Has Poison (most)

Base Damage 9-10

Likely to Frenzy

Average Recuperation



## Snow Leopard

Warrior

Typical Levels 7-9

Typical Attributes

STR 90

STA 100

DEX 100

INT 20

AGI 110

WIS 20

Typical Skill Level 40

Speed Fast

Attack Speed Average

Base Damage 9

Average Awareness Range

Average Reaction Radius

Unlikely to Frenzy

Average Recuperation



## Spectre

Warrior

Typical Levels 33-37

Typical Attributes

STR 100

STA 125

DEX 85

INT 85

AGI 85

WIS 20

Typical Skill Level 175

Speed Slow

Attack Speed Fast

Sees Invisible-to-Undead,  
has Lifetap, Stun attacks

Base Damage 36

Combat Factor 40

Base AC 100

Average Awareness Range

Small Reaction Radius

Attacks all within range

Likely to Frenzy

Average Recuperation



## Spider

Warrior

Typical Levels 2-7

Typical Attributes

STR 75

STA 90

DEX 90

INT 20

AGI 125

WIS 20

Typical Skill Level 15-30

Speed Average

Attack Speed Average

Has Poison (feeble)

Base Damage 4-7

Average Awareness Range

Large Reaction Radius

Average Chance to Frenzy

Average Recuperation

### Large Spider

Typical Levels 2-4

Typical Attributes

Typical Skill Level 15

Speed Average

Has Poison (feeble)

Base Damage 4

### Giant Spider

Typical Levels 7-9

Typical Attributes

STR 85

STA 95

Typical Skill Level 40

Speed Average

Has Poison (weak)

Base Damage 9

Average Reaction Radius

### Large Wooly Spider

Typical Levels 2-4

Typical Attributes

Typical Skill Level 15

Speed Average

Has Poison (feeble)

Base Damage 4

### Giant Wooly Spider

Typical Levels 7-9

Typical Attributes

STR 85

STA 95

Typical Skill Level 40

Speed Average

Has Poison (weak)

Base Damage 9

Average Reaction Radius

### Wooly Spiderling

Typical Levels 1-3

Typical Attributes

STR 70

AGI 100

Typical Skill Level 10

Speed Average

Base Damage 3



## ***Rock Spiderling***

Typical Levels 1-3

Typical Attributes

STR 70

STA 75

AGI 100

Typical Skill Level 10

Speed Average

Base Damage 3

Smaller Reaction Radius

Less Likely to Frenzy

## ***Widow Hatchling Spider***

Typical Levels 1-3

Typical Attributes

STR 85

STA 95

Typical Skill Level 10

Speed Average

Has Poison (feeble)

Base Damage 3

Base AC 4

Small Reaction Radius

## ***Jungle Spider***

Typical Levels 3-5

Typical Attributes

STR 70

AGI 100

Typical Skill Level 20

Speed Average

Base Damage 5

Less Likely to Frenzy

## ***Jungle Spiderling***

Typical Levels 1-3

Typical Attributes

STR 70

AGI 100

Typical Skill Level 10

Speed Average

Base Damage 3



## **Treant**

Druid

Factions include Jagged Pine

Treefolk, Unkempt Druids  
and Storm Reapers

Typical Levels 20-30

Might have mid-level spells

Typical Attributes

STR 150

STA 150

DEX 75

INT 80

AGI 50

WIS 125

Typical Skill Level 125

Speed Slow

Attack Speed Average

Base Damage 25-30

Base AC 60

Average Awareness Range

Average Reaction Radius

More Likely to Frenzy

Average Recuperation



## **Wasp**

Warrior

Typical Levels 1

Might have low-level spells

Typical Attributes

STR 75

STA 75

DEX 75

INT 30

AGI 90

WIS 30

Typical Skill Level 5

Speed Average

Attack Speed Average

Base Damage 2

Average Awareness Range

Average Reaction Radius

More Likely to Frenzy

Average Recuperation

## ***Giant Wasp***

Typical Levels 7-9

Might have low-level spells

Typical Attributes

STR 90

Typical Skill Level 40

Base Damage 9

Larger Reaction Radius



## Werewolf

Warrior

Werewolf Faction

Typical Levels 18-32

Typical Attributes

STR 90

STA 110

DEX 90

INT 75

AGI 100

WIS 75

Typical Skill Level 110

Speed Faster

Attack Speed Average

Base Damage 20-30

Base AC 50-85

Average Awareness Range

Large Reaction Radius

Attacks all within range

Average Chance to Frenzy

Average Recuperation



## Will-o-Wisp

Warrior

Typical Levels 9-11

Typical Attributes

STR 30

STA 75

DEX 100

INT 50

AGI 100

WIS 15

Typical Skill Level 50

Speed Average

Attack Speed Average

Base Damage 11

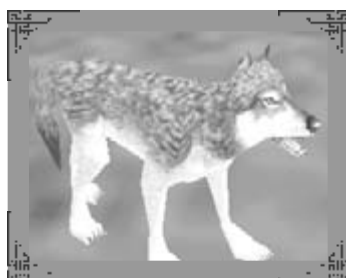
Can only be hit with Magic

Average Awareness Range

Average Reaction Radius

Won't Frenzy

Average Recuperation



## Wolf

Warrior

Typical Attributes

STR 75

STA 90

DEX 90

INT 20

AGI 90

WIS 20

Typical Skill Level 20

Attack Speed Average

Average Awareness Range

Average Reaction Radius

Average Recuperation

### Common Wolf

Typical Levels 1-4

Typical Skill Level 10

Speed Average

Base Damage 3

Least Likely to Frenzy

### Gray Wolf

Typical Levels 3-10

Typical Skill Level 50

Speed Fast

Base Damage 11

Likely to Frenzy

Fast Recuperation

## **Black Wolf**

Typical Levels 3-5  
Typical Skill Level 20  
Speed Fast  
Base Damage 5  
Likely to Frenzy

## **White Wolf**

Typical Levels 2-4  
Typical Skill Level 10  
Speed Average  
Base Damage 3  
Least Likely to Frenzy

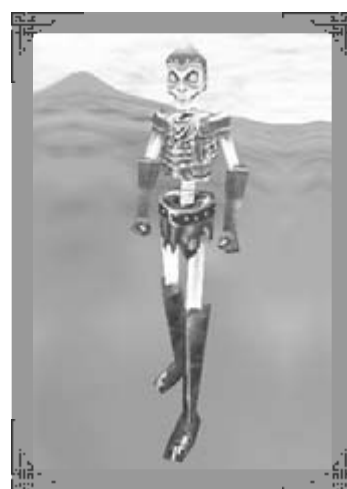
## **Scaled Wolf**

Typical Levels 1-23  
Typical Attributes  
STR 90  
Typical Skill Level 110  
Speed Average  
Sees Invisible  
Base Damage 23  
Base AC 16-48  
Shorter Awareness Range  
Small Reaction Radius  
Attacks all PCs within range  
Less Likely to Frenzy



## **Yeti**

Warrior  
Typical Levels 7-25  
Typical Attributes  
STR 105  
STA 105  
DEX 80  
INT 50  
AGI 80  
WIS 50  
Typical Skill Level 40-115  
Speed Average  
Attack Speed Average  
Base Damage 10-25  
Base AC 10-50  
Shorter Awareness Range  
Small Reaction Radius  
Attacks all PCs within range  
Unlikely to Frenzy  
Average Recuperation



## **Zombie**

Warrior  
(also Necromancer, Cleric)  
Typical Levels 6-10  
Typical Attributes  
STR 105  
STA 125  
DEX 75  
INT 10  
AGI 60  
WIS 10  
Typical Skill Level 40  
Speed Slow  
Attack Speed Average  
See Invisible,  
some have rabies  
Base Damage 10  
Average Awareness Range  
Average Reaction Radius  
Attacks all within range  
Likely to Frenzy  
Average Recuperation



"**A**h," Sirenas said, "the Faydark is the only place to live."

His wife, Karadin, smiled. "After visiting Felwithe, I cannot imagine living there." She caressed the tree trunk nearest the platform. "Tunare has blessed us."

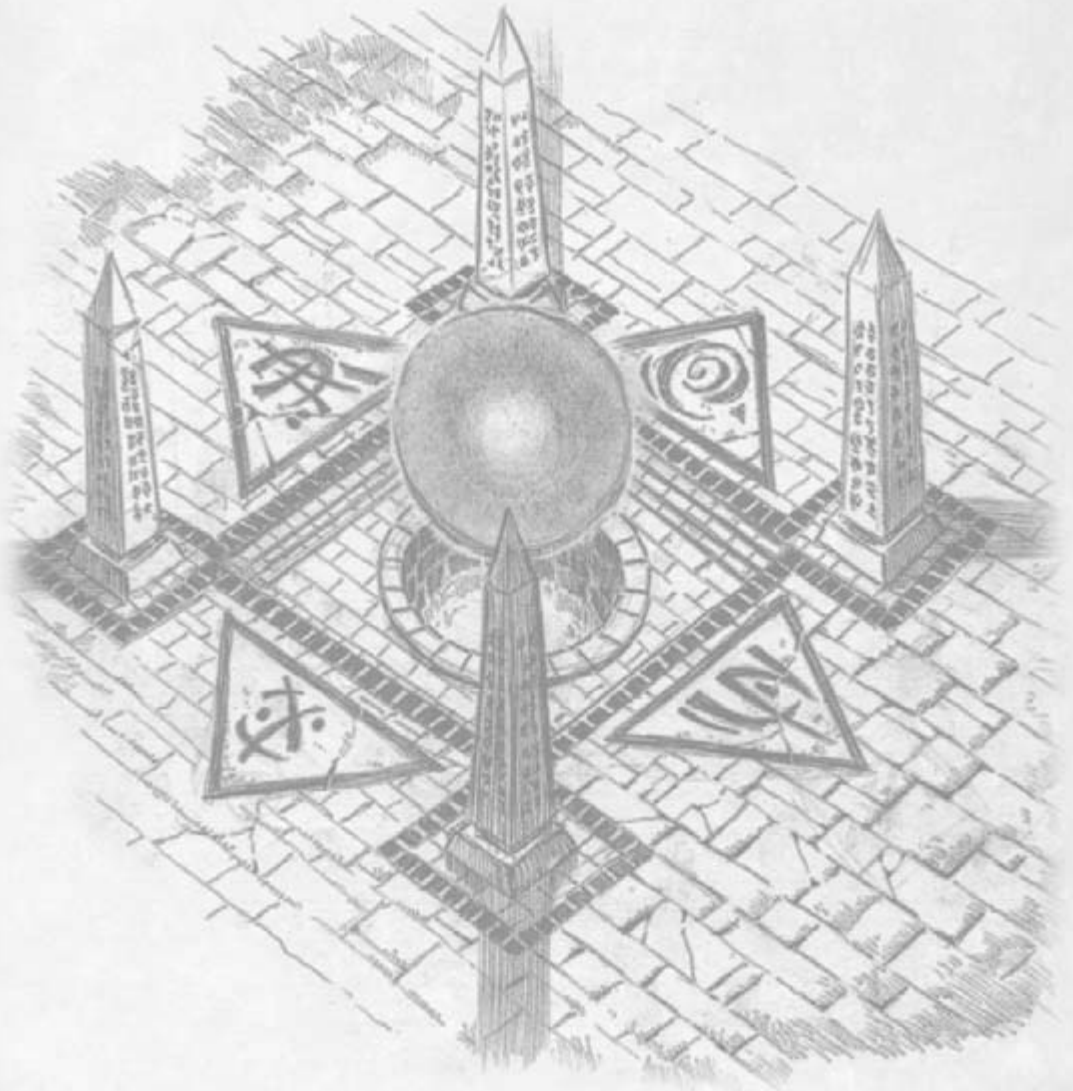
Sirenas sighed. "However, I tire of the menial chores we've done so far."

"The talesayer last night spoke of Dill Fireshine's need," Karadin said. "Seek out the ranger guildmaster and I'll visit the Heartwood Master. Perhaps, now that we're more experienced, we can begin to assist our guilds."

**T**wo warriors pulled a third from the bloody water. They had had a fierce battle underwater and found this cave with an air pocket just as their water breathing spell had worn off. Merilan looked at her lifelong companion, Dereen, who was bleeding from several deep gashes across her chest. "Kasha, help Dereen."

Kasha cast a light spell and started to help Dereen. He touched her neck, took a deep breath and looked up at Merilan. "It's too late. She's gone." Merilan turned away. They were in a desperate situation. Without Dereen, it would be next to impossible to get out of here alive. The Veksar water creatures were too powerful.

A cold draft hit her wet body and Merilan shivered. A draft, she said to herself. She stood up and looked around. A small, dark opening led from the back of the cave. "Look," Merilan said as she pointed to the opening. "Dereen did not die in vain. The touch of her spirit as it was leaving her body alerted me to that passageway."



# Spells

# Spells (Definitions)

There are hundreds of spells in *EverQuest*. (Over a thousand, in fact.) We've detailed all spells up to level 24 — over 400 — and also listed those higher level spells that are more available in the game. The rest of the spells, like so much else in *EverQuest*, you're going to have to discover for yourself. Let's discuss the notation used, and then dive into the spells.

**Bard spells** (songs) are listed separately, beginning on pg. 498.

**Casters** is pretty obvious. This class of caster has access to the spell once he or she reaches the level in parentheses. For example, *Alacrity* is available at level 44 for Shamans and level 24 for Enchanters. **Mana Cost** and **Casting Skill** are also obvious.

**Casting Time** is how long it takes to cast the spell. **Casting Delay** is how long you must wait after casting this spell before you can cast another spell. It's nearly always about 2.5 seconds. The casting delay is listed only if it's shorter or longer than that. If a **Recasting Delay** is listed, you must wait that long until you can cast *this* spell again. *Alenia's Disenchanting Melody* has a recasting delay — it takes 3 seconds to cast, after which you may immediately cast any other spell. However, you must wait 12 seconds after casting it before you can cast it again.

**Duration** is how long the spell lasts. Sometimes this is based on the level of the caster. For example, if *Barbcoat* is cast by a level 20 Druid, it will last 60 minutes ( $3 \times 20 = 60$ ). All spell durations are listed in minutes and seconds. Note that the listed duration for some spells (for example, the Charm line) is a maximum — targets have occasional chances to prematurely dispel the spell.

**Range** is how far away the spell can be cast, in feet. **Radius of Effect** is how large an area the spell affects, also in feet. In some cases, such as *Alenia's Disenchanting Melody*, the spell affects creatures or even your own group, within that area. In those cases, the spell affects all the people or creatures listed, who are in the radius of effect.

**Target** tells who you can cast the spell on. If it's "Anyone," you can also cast it on yourself.

**Resistance Invoked** lists the resistance a target uses to counter the spell. In some cases (especially with beneficial spells), there's no resistance listed, because the target usually *wants* the spell.

**Effects** are wide-ranged. We won't mention the obvious, but a few need further explanation.

**Damage.** A common measure of time in *EverQuest* is 6 seconds. For example, if a spell continues to inflict damage (DoT), the damage is usually inflicted every 6 seconds. Some spells inflict an immediate burst of damage, then continue inflicting more damage. For example, *Affliction* strikes with 30 HP of damage immediately, then deals another 6 HP every 6 seconds. If a spell lists only continuing damage (no immediate damage), it inflicts the listed amount immediately, and then again every 6 seconds.



## Spells: Aanya-Acumen

**Disease.** Diseases come in a range of powers, as do their curatives. The lower the numerical rating for a disease, or a curative, the less power it has. Sending a 1 curative spell to heal a 7 disease isn't likely to produce a complete cure, but it might improve your patient's condition. If a spell lists multiple chances (like *Counteract Disease's* "2 chances, 4"), then the disease or curative has two chances to work its wonder. That means you can catch multiple diseases, and some spells might cure multiple diseases. If you only have one disease, a multiple curative has twice the opportunity to cure what ails you.

**Poison** spells (both inflictive and curative) work just like disease spells.

**Magic dispelling** spells, along with **Charm** and **Fear** spells, also work like disease spells, but the range of powers is expressed as *lowest level*, *low-level*, *mid-level*, *high-level* and *highest level*. Again, don't send a boy out to do a man's job – a low-level Dispel is unlikely to crack a high-level Charm.

**Bonus HP** are special HP that temporarily boost your total. If you're hit during the duration of a Bonus HP spell, you first reduce your Bonus HP before taking any actual damage.

**Target's Reaction** is what you see the spell's target do when hit with the spell. Anything given here in parentheses is what *you* feel or do. If you do the same thing as any other target, we don't list both reactions. And sometimes you can't tell if a spell has hit someone else, so the only reaction given here is in parentheses, to describe what you do.

## Alphabetical Spell Listings



### Aanya's Animation

Casters Enchanter (39)  
Casting Skill Conjuration



### Aanya's Quickening

Casters Enchanter (53)  
Casting Skill Alteration  
Target's Reaction Target experiences a quickening.



### Abolish Disease

Casters Shaman (49)  
Casting Skill Alteration



### Abolish Poison

Casters Cleric (49)  
Casting Skill Alteration



### Abscond

Casters Wizard (52)  
Casting Skill Alteration  
Target's Reaction Target fades away.



### Abundant Drink

Casters Cleric (29)  
Casting Skill Conjuration



### Abundant Food

Casters Cleric (34)  
Casting Skill Conjuration



### Acumen

Casters Shaman (56)  
Mana Cost 75  
Casting Skill Divination  
Casting Time (secs) 2  
Casting Delay (secs) 2.25  
Duration (minutes) 3 + 3 x level (max 63)  
Range 100 feet  
Radius of Effect 60  
Target Anyone  
Resistance Invoked None  
Effects  
See Invisible  
Ultravision  
Restores Fatigue 10 points  
Target's Reaction (Your eyes tingle.)

**Adorning Grace**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (49)                                 |
| <i>Casting Skill</i>     | Alteration                                     |
| <i>Target's Reaction</i> | Target is adorned in an aura of radiant grace. |

**Aegis**

|                          |                                                                                    |
|--------------------------|------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (57)                                                                        |
| <i>Casting Skill</i>     | Abjuration                                                                         |
| <i>Target's Reaction</i> | Target is shielded behind an aegis of pure faith. (An aegis of faith engulfs you.) |

**Aegis of Ro**

|                          |                                         |
|--------------------------|-----------------------------------------|
| <i>Casters</i>           | Magician (60)                           |
| <i>Casting Skill</i>     | Abjuration                              |
| <i>Target's Reaction</i> | Target is enveloped by the Aegis of Ro. |

**Affliction**

|                            |                |
|----------------------------|----------------|
| <i>Casters</i>             | Shaman (19)    |
| <i>Mana Cost</i>           | 75             |
| <i>Casting Skill</i>       | Conjuration    |
| <i>Casting Time (secs)</i> | 2.75           |
| <i>Duration</i>            | 2 mins, 6 secs |
| <i>Range</i>               | 200 feet       |
| <i>Target</i>              | Anyone         |
| <i>Resistance Invoked</i>  | Disease        |
| <i>Effects</i>             |                |
| <i>Disease</i>             | 4              |
| <i>Initial Damage</i>      | 30 HP          |
| <i>Subsequent Dam.</i>     | 6 HP/6 seconds |

**Agility**

|                          |                     |
|--------------------------|---------------------|
| <i>Casters</i>           | Shaman (44)         |
| <i>Casting Skill</i>     | Alteration          |
| <i>Target's Reaction</i> | Target looks agile. |

**Alacrity**

|                            |                                    |
|----------------------------|------------------------------------|
| <i>Casters</i>             | Enchanter (24), Shaman (44)        |
| <i>Mana Cost</i>           | 115                                |
| <i>Casting Skill</i>       | Alteration                         |
| <i>Casting Time (secs)</i> | 4                                  |
| <i>Duration (minutes)</i>  | 1 + 12 secs/level (max 11)         |
| <i>Range</i>               | 100 feet                           |
| <i>Target</i>              | Anyone                             |
| <i>Resistance Invoked</i>  | None                               |
| <i>Effect</i>              |                                    |
| <i>Attack Speed boost</i>  | 22% +1% / 2 levels (max 40% boost) |
| <i>Target's Reaction</i>   | Target feels much faster.          |

**Alliance**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (8)                                     |
| <i>Mana Cost</i>              | 35                                                |
| <i>Casting Skill</i>          | Alteration                                        |
| <i>Casting Time (secs)</i>    | 3.5                                               |
| <i>Recasting Delay (secs)</i> | 4.75                                              |
| <i>Duration</i>               | Instantaneous                                     |
| <i>Range</i>                  | 200 feet                                          |
| <i>Target</i>                 | Anyone                                            |
| <i>Resistance Invoked</i>     | Magic                                             |
| <i>Effect</i>                 |                                                   |
| <i>NPC Faction</i>            | +100                                              |
| <i>Standing Improved</i>      |                                                   |
| <i>Target's Reaction</i>      | Target looks friendly. (You feel quite amicable.) |

**Allure**

|                          |                          |
|--------------------------|--------------------------|
| <i>Casters</i>           | Enchanter (49)           |
| <i>Casting Skill</i>     | Alteration               |
| <i>Target's Reaction</i> | (You have been charmed.) |

**Allure of Death**

|                               |                                                           |
|-------------------------------|-----------------------------------------------------------|
| <i>Casters</i>                | Necromancer (20)                                          |
| <i>Mana Cost</i>              | 5                                                         |
| <i>Casting Skill</i>          | Alteration                                                |
| <i>Casting Time (secs)</i>    | 3                                                         |
| <i>Recasting Delay (secs)</i> | 8.25                                                      |
| <i>Duration (minutes)</i>     | 1 + 12 seconds/level                                      |
| <i>Range</i>                  | 0 feet                                                    |
| <i>Target</i>                 | Yourself                                                  |
| <i>Resistance Invoked</i>     | None                                                      |
| <i>Effects</i>                |                                                           |
| <i>Mana boost</i>             | 4                                                         |
| <i>Damage</i>                 | 8 HP                                                      |
| <i>Target's Reaction</i>      | Target looks sick. (You feel your health begin to drain.) |

**Allure of the Wild**

|                          |                |
|--------------------------|----------------|
| <i>Casters</i>           | Druid (44)     |
| <i>Casting Skill</i>     | Alteration     |
| <i>Target's Reaction</i> | Target blinks. |

**Alluring Aura**

|                          |                                                                |
|--------------------------|----------------------------------------------------------------|
| <i>Casters</i>           | Shaman (29)                                                    |
| <i>Casting Skill</i>     | Alteration                                                     |
| <i>Target's Reaction</i> | Target is surrounded by an alluring aura. (You feel alluring.) |

**Alter Plane: Hate**

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Wizard (46)                                     |
| <i>Casting Skill</i>     | Alteration                                      |
| <i>Target's Reaction</i> | Target creates a shimmering dimensional portal. |



# Spells: Adorning-Avatar



## Alter Plane: Sky

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Wizard (46)                                     |
| <i>Casting Skill</i>     | Alteration                                      |
| <i>Target's Reaction</i> | Target creates a shimmering dimensional portal. |



## Anarchy

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Enchanter (34)                         |
| <i>Casting Skill</i>     | Evocation                              |
| <i>Target's Reaction</i> | Target's world dissolves into Anarchy. |



## Animate Dead

|                            |                                      |
|----------------------------|--------------------------------------|
| <i>Casters</i>             | Necromancer (20), Shadow Knight (39) |
| <i>Mana Cost</i>           | 200                                  |
| <i>Casting Skill</i>       | Conjuration                          |
| <i>Components</i>          | 2 Bone Chips                         |
| <i>Casting Time (secs)</i> | 10                                   |
| <i>Duration</i>            | Instantaneous                        |
| <i>Range</i>               | 0 feet                               |
| <i>Target</i>              | Yourself                             |
| <i>Resistance Invoked</i>  | None                                 |
| <i>Effect</i>              |                                      |
| <i>Create Undead</i>       | Skeleton (Circle 6)                  |
| <i>Target's Reaction</i>   | Skeleton rises from the dead.        |



## Annul Magic

|                          |                                                                                    |
|--------------------------|------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (53), Druid (55), Magician (53), Necromancer (53), Shaman (55), Wizard (53) |
| <i>Casting Skill</i>     | Abjuration                                                                         |
| <i>Target's Reaction</i> | Target feels annulled.                                                             |



## Antidote

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Cleric (58) |
| <i>Casting Skill</i> | Alteration  |



## Arch Shielding

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (44), Magician (44), Necromancer (44), Wizard (44) |
| <i>Casting Skill</i>     | Abjuration                                                   |
| <i>Target's Reaction</i> | (You feel armored.)                                          |



## Armor of Faith

|                          |                                               |
|--------------------------|-----------------------------------------------|
| <i>Casters</i>           | Cleric (39), Paladin (53)                     |
| <i>Casting Skill</i>     | Abjuration                                    |
| <i>Target's Reaction</i> | Target feels the favor of the gods upon them. |



## Asphyxiate

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Enchanter (59)                                            |
| <i>Casting Skill</i>     | Alteration                                                |
| <i>Target's Reaction</i> | Target begins to choke. (You feel a shortness of breath.) |



## Assiduous Vision

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Shaman (39)                                               |
| <i>Casting Skill</i>     | Divination                                                |
| <i>Target's Reaction</i> | Target eyes shimmer. (Your spirit drifts from your body.) |



## Asystole

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Necromancer (44), Shadow Knight (60)             |
| <i>Casting Skill</i>     | Alteration                                       |
| <i>Target's Reaction</i> | Target clutches their chest. (Your heart stops.) |



## Atol's Spectral Shackles

|                          |                                                                                             |
|--------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (51)                                                                                 |
| <i>Casting Skill</i>     | Alteration                                                                                  |
| <i>Target's Reaction</i> | Target's feet are shackled to the ground. (Spectral shackles bind your feet to the ground.) |



## Atone

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Cleric (34)                                             |
| <i>Casting Skill</i>     | Alteration                                              |
| <i>Target's Reaction</i> | Target calms down. (You feel forgiveness in your mind.) |



## Augment

|                          |                                   |
|--------------------------|-----------------------------------|
| <i>Casters</i>           | Enchanter (56)                    |
| <i>Casting Skill</i>     | Alteration                        |
| <i>Target's Reaction</i> | Target's body pulses with energy. |



## Augment Death

|                          |                                   |
|--------------------------|-----------------------------------|
| <i>Casters</i>           | Necromancer (39)                  |
| <i>Casting Skill</i>     | Alteration                        |
| <i>Target's Reaction</i> | Target's eyes gleam with madness. |



## Augmentation

|                      |                |
|----------------------|----------------|
| <i>Casters</i>       | Enchanter (29) |
| <i>Casting Skill</i> | Alteration     |



## Avalanche

|                          |                            |
|--------------------------|----------------------------|
| <i>Casters</i>           | Druid (39)                 |
| <i>Casting Skill</i>     | Evocation                  |
| <i>Target's Reaction</i> | Target is entombed in ice. |



## Avatar

|                          |                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (60)                                                                                           |
| <i>Casting Skill</i>     | Alteration                                                                                            |
| <i>Target's Reaction</i> | Target has been infused with the power of an Avatar. (Your body screams with the power of an Avatar.) |

**Bandoleer of Luclin**

Casters Magician (54)  
Casting Skill Conjuration

**Bane of Nife**

Casters Shaman (56)  
Casting Skill Conjuration  
Target's Reaction Target's veins have been filled with deadly poison.

**Banish Summoned**

Casters Cleric (56), Druid (44),  
Magician (49)  
Casting Skill Evocation  
Target's Reaction Target staggers.

**Banish Undead**

Casters Cleric (44), Necromancer  
(49)  
Casting Skill Evocation  
Target's Reaction Target staggers.

**Banishment**

Casters Druid (60), Magician (60)  
Casting Skill Evocation

**Banishment of Shadows**

Casters Cleric (60), Necromancer  
(60)  
Casting Skill Evocation

**Banshee Aura**

Casters Necromancer (16), Shadow  
Knight (54)  
Mana Cost 60  
Casting Skill Abjuration  
Component 1 Pearl (not consumed)  
Casting Time (secs) 5  
Recasting Delay (secs) 11.75  
Duration (secs) 6/level (max 3 min)  
Range 0 feet  
Target Yourself  
Resistance Invoked Cold  
Effect  
Reflect Damage 8 HP  
Target's Reaction Target is surrounded by a shrieking aura. (A shrieking aura surrounds you.)

**Barbcoat**

Casters Druid (19), Ranger (30)  
Mana Cost 50  
Casting Skill Abjuration  
Casting Time (secs) 2  
Duration (minutes) 3 x level  
Range 0 feet

Target Yourself  
Resistance Invoked Magic  
Effects  
AC boost 13  
Reflect Damage 2 HP  
Target's Reaction Target's skin sprouts barbs.  
(Barbs spring from skin.)

**Barrier of Combustion**

Casters Magician (39)  
Casting Skill Abjuration  
Target's Reaction Target is enveloped in flame.

**Bedlam**

Casters Enchanter (58)  
Casting Skill Alteration  
Target's Reaction Target's eyes gleam with bedlam.

**Befriend Animal**

Casters Druid (14), Shaman (29)  
Mana Cost 70  
Casting Skill Alteration  
Casting Time (secs) 4  
Recasting Delay (secs) 10.25  
Duration (minutes) 1 + 18 secs/level  
Range 200 feet  
Target Animal  
Resistance Invoked Magic  
Effect  
Charm Lowest-level  
Target's Reaction Target blinks.

**Beguide**

Casters Enchanter (24)  
Mana Cost 120  
Casting Skill Alteration  
Casting Time (secs) 3.5  
Duration (minutes) 1 + 18 secs/level  
Range 200 feet  
Target Anyone  
Resistance Invoked Magic  
Effect  
Charm Mid-level  
Target's Reaction (You have been charmed.)

**Beguide Animals**

Casters Druid (34)  
Casting Skill Alteration  
Target's Reaction Target blinks.

**Beguide Plants**

Casters Druid (29)  
Casting Skill Alteration  
Target's Reaction Target blinks.

# Spells: Bandoleer-Blinding



## Beguile Undead

|                          |                  |
|--------------------------|------------------|
| <i>Casters</i>           | Necromancer (34) |
| <i>Casting Skill</i>     | Alteration       |
| <i>Target's Reaction</i> | Target moans.    |



## Benevolence

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| <i>Casters</i>                | Enchanter (20)                                       |
| <i>Mana Cost</i>              | 50                                                   |
| <i>Casting Skill</i>          | Alteration                                           |
| <i>Casting Time (secs)</i>    | 4                                                    |
| <i>Recasting Delay (secs)</i> | 5.75                                                 |
| <i>Duration</i>               | Instantaneous                                        |
| <i>Range</i>                  | 200 feet                                             |
| <i>Target</i>                 | Anyone                                               |
| <i>Resistance Invoked</i>     | Magic                                                |
| <i>Effect</i>                 |                                                      |
| <i>NPC Faction</i>            | +200                                                 |
| <i>Standing Improved</i>      |                                                      |
| <i>Target's Reaction</i>      | Target looks friendly.<br>(You feel quite amicable.) |



## Berserker Spirit

|                          |                                                                                 |
|--------------------------|---------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (49)                                                                  |
| <i>Casting Skill</i>     | Alteration                                                                      |
| <i>Target's Reaction</i> | Target lets lose a berserk yell. (Your spirit screams with berserker strength.) |



## Berserker Strength

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Enchanter (20)             |
| <i>Mana Cost</i>              | 45                         |
| <i>Casting Skill</i>          | Alteration                 |
| <i>Casting Time (secs)</i>    | 3                          |
| <i>Recasting Delay (secs)</i> | 10.25                      |
| <i>Duration (secs)</i>        | 6/level (max 3 min)        |
| <i>Range</i>                  | 100 feet                   |
| <i>Target</i>                 | Anyone                     |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effects</i>                |                            |
| <i>STR boost</i>              | 10 + 1 / 2 levels (max 25) |
| <i>Bonus HP</i>               | 20 + 1 / 2 levels          |
| <i>AGI loss</i>               | 1 + 1 / 2 levels (max 15)  |



## Bind Affinity

|                               |                                                                                                             |
|-------------------------------|-------------------------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (14), Druid (14),<br>Enchanter (12), Magician<br>(12), Necromancer (12),<br>Shaman (14), Wizard (12) |
| <i>Mana Cost</i>              | 100                                                                                                         |
| <i>Casting Skill</i>          | Alteration                                                                                                  |
| <i>Casting Time (secs)</i>    | 6                                                                                                           |
| <i>Recasting Delay (secs)</i> | 14.25                                                                                                       |
| <i>Duration</i>               | Instantaneous                                                                                               |

|                           |                                                                    |
|---------------------------|--------------------------------------------------------------------|
| <i>Range</i>              | 100 feet                                                           |
| <i>Target</i>             | Anyone                                                             |
| <i>Resistance Invoked</i> | None                                                               |
| <i>Effect</i>             |                                                                    |
| <i>Bind Affinity</i>      | Caster classes can be bound<br>anywhere; others only in<br>cities. |
| <i>Target's Reaction</i>  | Target is bound to the area.                                       |



## Bind Sight

|                               |                                                                  |
|-------------------------------|------------------------------------------------------------------|
| <i>Casters</i>                | Enchanter (8), Ranger (22),<br>Wizard (16)                       |
| <i>Mana Cost</i>              | 15                                                               |
| <i>Casting Skill</i>          | Divination                                                       |
| <i>Casting Time (secs)</i>    | 4                                                                |
| <i>Recasting Delay (secs)</i> | 12.25                                                            |
| <i>Duration (minutes)</i>     | 1 + 12 secs/level                                                |
| <i>Range</i>                  | 10000 feet                                                       |
| <i>Target</i>                 | Anyone                                                           |
| <i>Resistance Invoked</i>     | None                                                             |
| <i>Effects</i>                |                                                                  |
| <i>Caster sees</i>            | Target's View                                                    |
| <i>Fatigues Caster</i>        | 2 points                                                         |
| <i>Target's Reaction</i>      | Target eyes gleam and then<br>go dark. (You bind your<br>sight.) |



## Bladecoat

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Druid (56)                                                          |
| <i>Casting Skill</i>     | Abjuration                                                          |
| <i>Target's Reaction</i> | Target's skin sprouts blades.<br>(Blades spring from your<br>skin.) |



## Blanket of Forgetfulness

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Enchanter (49)                                          |
| <i>Casting Skill</i>     | Alteration                                              |
| <i>Target's Reaction</i> | Target blinks a few times.<br>(You feel your mind fog.) |



## Blaze

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Magician (34)          |
| <i>Casting Skill</i>     | Evocation              |
| <i>Target's Reaction</i> | Target's skin ignites. |



## Blinding Luminance

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Cleric (34), Shaman (39)                  |
| <i>Casting Skill</i>     | Divination                                |
| <i>Target's Reaction</i> | Target is blinded by a flash<br>of light. |

**Blizzard**

|                          |                                            |
|--------------------------|--------------------------------------------|
| <i>Casters</i>           | Druid (54)                                 |
| <i>Casting Skill</i>     | Evocation                                  |
| <i>Target's Reaction</i> | Target is caught within a raging blizzard. |

**Blizzard Blast**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Shaman (44)                                            |
| <i>Casting Skill</i>     | Evocation                                              |
| <i>Target's Reaction</i> | Target staggers as spirits of frost slam against them. |

**Bobbing Corpse**

|                          |                         |
|--------------------------|-------------------------|
| <i>Casters</i>           | Shadow Knight (55)      |
| <i>Casting Skill</i>     | Abjuration              |
| <i>Target's Reaction</i> | Target's skin shrivels. |

**Boil Blood**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Necromancer (29), Shadow Knight (53) |
| <i>Casting Skill</i>     | Alteration                           |
| <i>Target's Reaction</i> | Target's blood boils.                |

**Bolt of Flame**

|                            |                                                               |
|----------------------------|---------------------------------------------------------------|
| <i>Casters</i>             | Magician (20)                                                 |
| <i>Mana Cost</i>           | 105                                                           |
| <i>Casting Skill</i>       | Evocation                                                     |
| <i>Casting Time (secs)</i> | 3.25                                                          |
| <i>Duration</i>            | Instantaneous                                                 |
| <i>Range</i>               | 300 feet                                                      |
| <i>Target</i>              | Anyone                                                        |
| <i>Resistance Invoked</i>  | Fire                                                          |
| <i>Effect</i>              |                                                               |
| <i>Damage (HP)</i>         | 106 + 2/level (max 156)                                       |
| <i>Target's Reaction</i>   | Target is bathed in fire. (A stream of fire washes over you.) |

**Boltran's Agacerie**

|                          |                          |
|--------------------------|--------------------------|
| <i>Casters</i>           | Enchanter (53)           |
| <i>Casting Skill</i>     | Alteration               |
| <i>Target's Reaction</i> | (You have been charmed.) |

**Boltran's Animation**

|                      |                |
|----------------------|----------------|
| <i>Casters</i>       | Enchanter (34) |
| <i>Casting Skill</i> | Conjuration    |

**Bond of Death**

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Necromancer (49)                                        |
| <i>Casting Skill</i>     | Alteration                                              |
| <i>Target's Reaction</i> | Target staggers. (You feel your life force drain away.) |

**Bonds of Force**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Wizard (29)                                            |
| <i>Casting Skill</i>     | Alteration                                             |
| <i>Target's Reaction</i> | Target's feet are bound by strands of force. (Bonds of |

force stick your feet to the ground.)

**Bonds of Tunare**

|                          |                                                                                       |
|--------------------------|---------------------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (57)                                                                            |
| <i>Casting Skill</i>     | Alteration                                                                            |
| <i>Target's Reaction</i> | Target's feet are wrapped in dark vines. (Dark vines drag your feet into the ground.) |

**Bone Walk**

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Necromancer (8), Shadow Knight (15) |
| <i>Mana Cost</i>              | 80                                  |
| <i>Casting Skill</i>          | Conjuration                         |
| <i>Components</i>             | 2 Bone Chips                        |
| <i>Casting Time (secs)</i>    | 7                                   |
| <i>Recasting Delay (secs)</i> | 11.75                               |
| <i>Duration</i>               | Instantaneous                       |
| <i>Range</i>                  | 0 feet                              |
| <i>Target</i>                 | Yourself                            |
| <i>Resistance Invoked</i>     | None                                |
| <i>Effect</i>                 |                                     |
| <i>Create Undead</i>          | Skeleton (Circle 3)                 |
| <i>Target's Reaction</i>      | Skeleton rises from the dead.       |

**Boon of Immolation**

|                          |                                                            |
|--------------------------|------------------------------------------------------------|
| <i>Casters</i>           | Magician (53)                                              |
| <i>Casting Skill</i>     | Abjuration                                                 |
| <i>Target's Reaction</i> | Target is enveloped in flame. (You are enveloped in lava.) |

**Boon of the Clear Mind**

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (52)                                                  |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target looks tranquil. (A cool breeze slips through your mind.) |

**Bramblecoat**

|                          |                                                                   |
|--------------------------|-------------------------------------------------------------------|
| <i>Casters</i>           | Druid (29), Ranger (49)                                           |
| <i>Casting Skill</i>     | Abjuration                                                        |
| <i>Target's Reaction</i> | Target's skin sprouts brambles. (Brambles spring from your skin.) |

# Spells: Blizzard-Burnout



## Bravery

|                            |                                            |
|----------------------------|--------------------------------------------|
| <i>Casters</i>             | Cleric (24)                                |
| <i>Mana Cost</i>           | 70                                         |
| <i>Casting Skill</i>       | Abjuration                                 |
| <i>Casting Time (secs)</i> | 2.75                                       |
| <i>Duration (minutes)</i>  | 45                                         |
| <i>Range</i>               | 100 feet                                   |
| <i>Target</i>              | Anyone                                     |
| <i>Resistance Invoked</i>  | None                                       |
| <i>Effects</i>             |                                            |
| <i>AC boost</i>            | 20 + 1 / 2 levels (max 35)                 |
| <i>Bonus HP</i>            | 90 + 1/level (max 140)                     |
| <i>Target's Reaction</i>   | Target looks brave. (You feel very brave.) |



## Breath of Karana

|                          |                                               |
|--------------------------|-----------------------------------------------|
| <i>Casters</i>           | Druid (56)                                    |
| <i>Casting Skill</i>     | Conjuration                                   |
| <i>Target's Reaction</i> | Target is slammed by an intense gust of wind. |



## Breath of Ro

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Druid (52)                             |
| <i>Casting Skill</i>     | Evocation                              |
| <i>Target's Reaction</i> | Target is immolated in blazing flames. |



## Breath of the Dead

|                            |                                                             |
|----------------------------|-------------------------------------------------------------|
| <i>Casters</i>             | Necromancer (24), Shadow Knight (49)                        |
| <i>Mana Cost</i>           | 45                                                          |
| <i>Casting Skill</i>       | Alteration                                                  |
| <i>Component</i>           | Fish Scales (1)                                             |
| <i>Casting Time (secs)</i> | 2.5                                                         |
| <i>Duration (minutes)</i>  | 27                                                          |
| <i>Range</i>               | 0 feet                                                      |
| <i>Target</i>              | Yourself                                                    |
| <i>Resistance Invoked</i>  | None                                                        |
| <i>Effect</i>              |                                                             |
| <i>Magic Breathing</i>     |                                                             |
| <i>Target's Reaction</i>   | Target stops breathing. (You feel your heart stop beating.) |



## Breeze

|                            |                |
|----------------------------|----------------|
| <i>Casters</i>             | Enchanter (16) |
| <i>Mana Cost</i>           | 35             |
| <i>Casting Skill</i>       | Alteration     |
| <i>Casting Time (secs)</i> | 2.5            |
| <i>Duration (minutes)</i>  | 27             |
| <i>Range</i>               | 200 feet       |
| <i>Target</i>              | Anyone         |

## Resistance Invoked

None

## Effect

|                          |                                                                           |
|--------------------------|---------------------------------------------------------------------------|
| <i>Mana boost</i>        | 2/6 secs                                                                  |
| <i>Target's Reaction</i> | Target looks slightly tranquil. (A light breeze slips through your mind.) |



## Brilliance

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Enchanter (44)                                       |
| <i>Casting Skill</i>     | Alteration                                           |
| <i>Target's Reaction</i> | Target gains a flash of insight. (Your mind clears.) |



## Bristlebane's Bundle

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (52) |
| <i>Casting Skill</i> | Conjuration   |



## Bulwark of Faith

|                          |                                                                                      |
|--------------------------|--------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (57)                                                                          |
| <i>Casting Skill</i>     | Abjuration                                                                           |
| <i>Target's Reaction</i> | Target is engulfed within a bulwark of pure faith. (A bulwark of faith engulfs you.) |



## Burn

|                            |                                   |
|----------------------------|-----------------------------------|
| <i>Casters</i>             | Magician (4)                      |
| <i>Mana Cost</i>           | 15                                |
| <i>Casting Skill</i>       | Evocation                         |
| <i>Casting Time (secs)</i> | 1.75                              |
| <i>Duration</i>            | Instantaneous                     |
| <i>Range</i>               | 200 feet                          |
| <i>Target</i>              | Anyone                            |
| <i>Resistance Invoked</i>  | Fire                              |
| <i>Effect</i>              |                                   |
| <i>Damage (HP)</i>         | 9 + 1 / 2 levels (max 14)         |
| <i>Target's Reaction</i>   | Target's skin blisters and burns. |



## Burnout

|                               |                             |
|-------------------------------|-----------------------------|
| <i>Casters</i>                | Magician (12)               |
| <i>Mana Cost</i>              | 35                          |
| <i>Casting Skill</i>          | Alteration                  |
| <i>Casting Time (secs)</i>    | 5                           |
| <i>Recasting Delay (secs)</i> | 12.5                        |
| <i>Duration (minutes)</i>     | 15                          |
| <i>Range</i>                  | 100 feet                    |
| <i>Target</i>                 | Your pet                    |
| <i>Resistance Invoked</i>     | None                        |
| <i>Effects</i>                |                             |
| <i>AC boost</i>               | 25                          |
| <i>STR boost</i>              | 15                          |
| <i>Attack Speed boost</i>     | 9% +1% / 3 levels (max 15%) |
| <i>Target's Reaction</i>      | Target goes berserk.        |

**Burnout II**

Casters  
Casting Skill

Magician (29)  
Alteration

Target's Reaction Target goes berserk.

**Burnout III**

Casters  
Casting Skill

Magician (49)  
Alteration

Target's Reaction Target goes berserk.

**Burst of Fire**

Casters  
Mana Cost

Druid (5), Ranger (15)  
15

Casting Skill Evocation

Casting Time (secs) 1.75

Duration Instantaneous

Range 200 feet

Target Anyone

Resistance Invoked Fire

Effect

Damage (HP) 10 + 1 / 2 levels (max 15)

Target's Reaction Target sings as the Burst of Fire hits them.

**Burst of Flame**

Casters

Druid (1), Magician (1),  
Shaman (1)

Mana Cost 7

Casting Skill Evocation

Casting Time (secs) 1.5

Duration Instantaneous

Range 200 feet

Target Anyone

Effect

Damage 3 HP + 1 / 2 levels (max 5)

Resistance Invoked Fire

Target's Reaction Target sings as the Burst of Flame hits them.

**Burst of Strength**

Casters

Shaman (14)

Mana Cost 15

Casting Skill Abjuration

Casting Time (secs) 0.5

Recasting Delay (secs) 14.25

Duration (secs) 18

Range 100 feet

Target Anyone

Resistance Invoked None

Effects

Restores Fatigue 1 point

STR boost 20

AC boost 25

DEX boost 20

Target's Reaction

Target looks stronger. (Your muscles scream with strength.)

**Cackling Bones**

Casters

Necromancer (44), Shadow Knight (58)

Casting Skill

Conjuration

**Cadeau of Flame**

Casters

Magician (56)

Casting Skill

Abjuration

Target's Reaction

Target is enveloped in a cadeau of flame.

**Cajole Undead**

Casters

Necromancer (49)

Casting Skill

Alteration

Target's Reaction

Target moans.

**Cajoling Whispers**

Casters

Enchanter (39)

Casting Skill

Alteration

Target's Reaction

(You have been charmed.)

**Calefaction**

Casters

Druid (44), Ranger (59)

Casting Skill

Evocation

Target's Reaction

Target blisters. (Your skin blisters and burns.)

**Call of Bones**

Casters

Necromancer (34)

Casting Skill

Alteration

Target's Reaction

Target's skin peels away. (You feel the skin peel away from your bones.)

**Call of Flame**

Casters

Ranger (49)

Casting Skill

Evocation

Target's Reaction

Target's skin ignites. (You feel your skin ignite.)

**Call of Karana**

Casters

Druid (52)

Casting Skill

Alteration

Target's Reaction

Target blinks.

**Call of the Hero**

Casters

Magician (55)

Casting Skill

Conjuration

Target's Reaction

Target steps into a mystic portal.

# Spells: Burnout-Cannibalize



## Calm

|                                   |                                                                         |
|-----------------------------------|-------------------------------------------------------------------------|
| <b>Casters</b>                    | Cleric (19), Enchanter (20),<br>Paladin (49)                            |
| <b>Mana Cost</b>                  | 50                                                                      |
| <b>Casting Skill</b>              | Alteration                                                              |
| <b>Casting Time (secs)</b>        | 2.5                                                                     |
| <b>Recasting Delay (secs)</b>     | 7.25                                                                    |
| <b>Duration (minutes)</b>         | 3                                                                       |
| <b>Range</b>                      | 200 feet                                                                |
| <b>Target</b>                     | Anyone                                                                  |
| <b>Resistance Invoked</b>         | Magic                                                                   |
| <b>Effects</b>                    |                                                                         |
| Target React Range                | 5 feet                                                                  |
| Target's Help Radius              | 5 feet                                                                  |
| Target much less likely to attack |                                                                         |
| <b>Target's Reaction</b>          | Target looks less aggressive.<br>(You feel your aggression<br>subside.) |



## Calm Animal

|                                   |                                                                         |
|-----------------------------------|-------------------------------------------------------------------------|
| <b>Casters</b>                    | Druid (19), Ranger (39)                                                 |
| <b>Mana Cost</b>                  | 45                                                                      |
| <b>Casting Skill</b>              | Alteration                                                              |
| <b>Casting Time (secs)</b>        | 2.5                                                                     |
| <b>Recasting Delay (secs)</b>     | 7.25                                                                    |
| <b>Duration (minutes)</b>         | 3                                                                       |
| <b>Range</b>                      | 200 feet                                                                |
| <b>Target</b>                     | Animal                                                                  |
| <b>Resistance Invoked</b>         | Magic                                                                   |
| <b>Effects</b>                    |                                                                         |
| Target React Range                | 5 feet                                                                  |
| Target's Help Radius              | 10 feet                                                                 |
| Target much less likely to attack |                                                                         |
| <b>Target's Reaction</b>          | Target looks less aggressive.<br>(You feel your aggression<br>subside.) |



## Camouflage

|                            |                        |
|----------------------------|------------------------|
| <b>Casters</b>             | Druid (5), Ranger (15) |
| <b>Mana Cost</b>           | 15                     |
| <b>Casting Skill</b>       | Divination             |
| <b>Outdoors only</b>       |                        |
| <b>Casting Time (secs)</b> | 5                      |
| <b>Duration (minutes)</b>  | 3 x level (max 20)     |
| <b>Range</b>               | 100 feet               |
| <b>Target</b>              | Anyone                 |
| <b>Resistance Invoked</b>  | None                   |
| <b>Effect</b>              |                        |
| Invisibility               |                        |
| <b>Target's Reaction</b>   | Target fades away.     |



## Cancel Magic

|                               |                                                                                                                                                                 |
|-------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Casters</b>                | Cleric (14), Druid (19),<br>Enchanter (8), Magician<br>(12), Necromancer (16),<br>Paladin (39), Ranger (30),<br>Shadow Knight (39),<br>Shaman (19), Wizard (12) |
| <b>Mana Cost</b>              | 30                                                                                                                                                              |
| <b>Casting Skill</b>          | Abjuration                                                                                                                                                      |
| <b>Casting Time (secs)</b>    | 3.5                                                                                                                                                             |
| <b>Recasting Delay (secs)</b> | 7.25                                                                                                                                                            |
| <b>Duration</b>               | Instantaneous                                                                                                                                                   |
| <b>Range</b>                  | 200 feet                                                                                                                                                        |
| <b>Target</b>                 | Anyone                                                                                                                                                          |
| <b>Resistance Invoked</b>     | None                                                                                                                                                            |
| <b>Effect</b>                 |                                                                                                                                                                 |
| Cancel Magic                  | 1 chance, low-level                                                                                                                                             |
| <b>Target's Reaction</b>      | Target feels a bit dispelled.                                                                                                                                   |



## Cannibalize

|                            |                                                          |
|----------------------------|----------------------------------------------------------|
| <b>Casters</b>             | Shaman (24)                                              |
| <b>Mana Cost</b>           | 0                                                        |
| <b>Casting Skill</b>       | Alteration                                               |
| <b>Casting Time (secs)</b> | 1.25                                                     |
| <b>Duration</b>            | Instantaneous                                            |
| <b>Range</b>               | 0 feet                                                   |
| <b>Target</b>              | Yourself                                                 |
| <b>Resistance Invoked</b>  | None                                                     |
| <b>Effects</b>             |                                                          |
| Damage                     | 50 HP                                                    |
| Mana boost                 | 16 + 1 / 6 levels                                        |
| <b>Target's Reaction</b>   | Target winces. (Your body<br>aches as your mind clears.) |



## Cannibalize II

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| <b>Casters</b>           | Shaman (39)                                              |
| <b>Casting Skill</b>     | Alteration                                               |
| <b>Target's Reaction</b> | Target winces. (Your body<br>aches as your mind clears.) |



## Cannibalize III

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| <b>Casters</b>           | Shaman (54)                                              |
| <b>Casting Skill</b>     | Alteration                                               |
| <b>Target's Reaction</b> | Target winces. (Your body<br>aches as your mind clears.) |

**Careless Lightning**

|                            |                                                                            |
|----------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>             | Druid (19), Ranger (39)                                                    |
| <i>Mana Cost</i>           | 70                                                                         |
| <i>Casting Skill</i>       | Evocation                                                                  |
| <i>Casting Time (secs)</i> | 2.75                                                                       |
| <i>Duration</i>            | Instantaneous                                                              |
| <i>Range</i>               | 200 feet                                                                   |
| <i>Target</i>              | Anyone                                                                     |
| <i>Resistance Invoked</i>  | Magic                                                                      |
| <i>Effect</i>              |                                                                            |
| <i>Damage</i>              | 75 HP + 1/level (max 99)                                                   |
| <i>Target's Reaction</i>   | Target has been struck by lightning. (Lightning surges through your body.) |

**Cascade of Hail**

|                               |                                 |
|-------------------------------|---------------------------------|
| <i>Casters</i>                | Druid (14)                      |
| <i>Mana Cost</i>              | 62                              |
| <i>Casting Skill</i>          | Evocation                       |
| <i>Casting Time (secs)</i>    | 2.75                            |
| <i>Recasting Delay (secs)</i> | 14.5                            |
| <i>Duration</i>               | Instantaneous                   |
| <i>Impact Duration (secs)</i> | 7.5                             |
| <i>Range</i>                  | 150 feet                        |
| <i>Radius of Effect</i>       | 20 feet                         |
| <i>Target</i>                 | Area                            |
| <i>Resistance Invoked</i>     | Cold                            |
| <i>Effect</i>                 |                                 |
| <i>Damage</i>                 | 27 HP                           |
| <i>Target's Reaction</i>      | Target is pelted by hailstones. |

**Cascading Darkness**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Necromancer (49), Shadow Knight (59) |
| <i>Casting Skill</i>     | Conjuration                          |
| <i>Target's Reaction</i> | Target is engulfed in darkness.      |

**Cast Force**

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Wizard (24)               |
| <i>Mana Cost</i>              | 123                       |
| <i>Casting Skill</i>          | Evocation                 |
| <i>Casting Time (secs)</i>    | 3.15                      |
| <i>Recasting Delay (secs)</i> | 8.5                       |
| <i>Duration</i>               | Instantaneous             |
| <i>Range</i>                  | 0 feet                    |
| <i>Radius of Effect</i>       | 20 feet                   |
| <i>Target</i>                 | Area (but not your group) |
| <i>Resistance Invoked</i>     | Magic                     |

**Effect**

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Damage</i>            | 42 HP + 2/level (max 101)                                            |
| <i>Target's Reaction</i> | Target is covered in raging energy. (Energy races across your body.) |

**Cast Sight**

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (34)                                               |
| <i>Casting Skill</i>     | Divination                                                   |
| <i>Target's Reaction</i> | Target's eyes gleam and then go dark. (You cast your sight.) |

**Cavorting Bones**

|                               |                               |
|-------------------------------|-------------------------------|
| <i>Casters</i>                | Necromancer (1)               |
| <i>Mana Cost</i>              | 15                            |
| <i>Casting Skill</i>          | Conjuration                   |
| <i>Component</i>              | Bone Chips (1)                |
| <i>Casting Time (secs)</i>    | 5                             |
| <i>Recasting Delay (secs)</i> | 6.25                          |
| <i>Duration</i>               | Instantaneous                 |
| <i>Range</i>                  | 0 feet                        |
| <i>Target</i>                 | Yourself                      |
| <i>Resistance Invoked</i>     | None                          |
| <i>Effect</i>                 |                               |
| <i>Create Undead</i>          | Skeleton (Circle 1)           |
| <i>Target's Reaction</i>      | Skeleton rises from the dead. |

**Cazic Gate**

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Wizard (24)        |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| <i>Teleports you to</i>       | Cazic Thule        |
| <i>Target's Reaction</i>      | Target fades away. |

**Cazic Portal**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (34)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Celerity**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Enchanter (39), Shaman (56) |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target feels much faster.   |



# Spells: Careless-Charm



## Celestial Elixir

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (59)                                                                            |
| <i>Casting Skill</i>     | Alteration                                                                             |
| <i>Target's Reaction</i> | Target's body is covered with a soft glow. (Celestial Elixir pumps through your body.) |



## Center

|                               |                                                                          |
|-------------------------------|--------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (9), Paladin (22)                                                 |
| <i>Mana Cost</i>              | 40                                                                       |
| <i>Casting Skill</i>          | Abjuration                                                               |
| <i>Casting Time (secs)</i>    | 4                                                                        |
| <i>Recasting Delay (secs)</i> | 10.5                                                                     |
| <i>Duration (minutes)</i>     | 27                                                                       |
| <i>Range</i>                  | 100 feet                                                                 |
| <i>Target</i>                 | Anyone                                                                   |
| <i>Resistance Invoked</i>     | None                                                                     |
| <i>Effects</i>                |                                                                          |
| <i>AC boost</i>               | 13 + 1 / 2 levels (max 20)                                               |
| <i>Bonus HP</i>               | 35 + 1 / 2 levels                                                        |
| <i>Target's Reaction</i>      | Target is surrounded by a divine aura. (You feel magnanimous of spirit.) |



## Cessation of Cor

|                          |                                                                                |
|--------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (56)                                                               |
| <i>Casting Skill</i>     | Alteration                                                                     |
| <i>Target's Reaction</i> | Targets' blood stills within their veins. (The blood within your veins stops.) |



## Chaos Flux

|                               |                                                                                                      |
|-------------------------------|------------------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Enchanter (24)                                                                                       |
| <i>Mana Cost</i>              | 100                                                                                                  |
| <i>Casting Skill</i>          | Evocation                                                                                            |
| <i>Casting Time (secs)</i>    | 3.5                                                                                                  |
| <i>Recasting Delay (secs)</i> | 10.5                                                                                                 |
| <i>Duration</i>               | Instantaneous                                                                                        |
| <i>Range</i>                  | 200 feet                                                                                             |
| <i>Target</i>                 | Anyone                                                                                               |
| <i>Resistance Invoked</i>     | Magic                                                                                                |
| <i>Effects</i>                |                                                                                                      |
| <i>Damage</i>                 | 95 HP + 2/level (max 150)                                                                            |
| <i>Stun</i>                   | Can disrupt spellcasting                                                                             |
| <i>Knockback</i>              | 1 foot                                                                                               |
| <i>Target's Reaction</i>      | Target is surrounded by fluxing strands of chaos. (Your world goes mad as chaos fluxes through you.) |



## Chaotic Feedback

|                               |                                   |
|-------------------------------|-----------------------------------|
| <i>Casters</i>                | Enchanter (8)                     |
| <i>Mana Cost</i>              | 45                                |
| <i>Casting Skill</i>          | Evocation                         |
| <i>Casting Time (secs)</i>    | 2.1                               |
| <i>Recasting Delay (secs)</i> | 10.5                              |
| <i>Duration</i>               | Instantaneous                     |
| <i>Range</i>                  | 200 feet                          |
| <i>Target</i>                 | Anyone                            |
| <i>Resistance Invoked</i>     | Magic                             |
| <i>Effects</i>                |                                   |
| <i>Damage</i>                 | 35 HP + 1/level (max 48)          |
| <i>Stun</i>                   | Can disrupt spellcasting          |
| <i>Knockback</i>              | 1/2 foot                          |
| <i>Target's Reaction</i>      | Target's brain begins to smolder. |



## Char

|                          |                                                                        |
|--------------------------|------------------------------------------------------------------------|
| <i>Casters</i>           | Magician (52)                                                          |
| <i>Casting Skill</i>     | Evocation                                                              |
| <i>Target's Reaction</i> | Target's skin ignites and chars. (You feel your skin ignite and char.) |



## Charisma

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Shaman (49)               |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target looks charismatic. |



## Charm

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Enchanter (12)           |
| <i>Mana Cost</i>           | 60                       |
| <i>Casting Skill</i>       | Alteration               |
| <i>Casting Time (secs)</i> | 2.4                      |
| <i>Duration (minutes)</i>  | 1 + 18 secs/level        |
| <i>Range</i>               | 200 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | Magic                    |
| <i>Effect</i>              |                          |
| <i>Charm</i>               | Lowest-level             |
| <i>Target's Reaction</i>   | (You have been charmed.) |

**Charm Animals**

|                               |                   |
|-------------------------------|-------------------|
| <i>Casters</i>                | Druid (24)        |
| <i>Mana Cost</i>              | 120               |
| <i>Casting Skill</i>          | Alteration        |
| <i>Casting Time (secs)</i>    | 5                 |
| <i>Recasting Delay (secs)</i> | 12.25             |
| <i>Duration (minutes)</i>     | 1 + 18 secs/level |
| <i>Range</i>                  | 200 feet          |
| <i>Target</i>                 | Animal            |
| <i>Resistance Invoked</i>     | Magic             |
| <i>Effect</i>                 |                   |
| Charm                         | Mid-level         |
| <i>Target's Reaction</i>      | Target blinks.    |

**Chase the Moon**

|                            |                       |
|----------------------------|-----------------------|
| <i>Casters</i>             | Enchanter (16)        |
| <i>Mana Cost</i>           | 70                    |
| <i>Casting Skill</i>       | Alteration            |
| <i>Casting Time (secs)</i> | 3.5                   |
| <i>Duration (secs)</i>     | 36                    |
| <i>Range</i>               | 200 feet              |
| <i>Target</i>              | Anyone                |
| <i>Resistance Invoked</i>  | Magic                 |
| <i>Effect</i>              |                       |
| Fear                       | Low-level             |
| <i>Target's Reaction</i>   | Target begins to run. |

**Chill Bones**

|                          |                                                                          |
|--------------------------|--------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (55)                                                         |
| <i>Casting Skill</i>     | Evocation                                                                |
| <i>Target's Reaction</i> | Target's skin frosts away.<br>(You feel your skin frost from your body.) |

**Chill Sight**

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Ranger (56), Wizard (39)                          |
| <i>Casting Skill</i>     | Divination                                        |
| <i>Target's Reaction</i> | Target's eyes glow violet.<br>(Your eyes tingle.) |

**Chloroplast**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Druid (44), Ranger (55), Shaman (39) |
| <i>Casting Skill</i>     | Alteration                           |
| <i>Target's Reaction</i> | Target begins to regenerate.         |

**Choke**

|                            |                           |
|----------------------------|---------------------------|
| <i>Casters</i>             | Enchanter (12)            |
| <i>Mana Cost</i>           | 50                        |
| <i>Casting Skill</i>       | Alteration                |
| <i>Casting Time (secs)</i> | 2.25                      |
| <i>Duration (secs)</i>     | 30                        |
| <i>Range</i>               | 200 feet                  |
| <i>Target</i>              | Anyone                    |
| <i>Resistance Invoked</i>  | Magic                     |
| <i>Effects</i>             |                           |
| Immediate Dam.             | 12 HP + 1/2 lvls (max 20) |

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Subsequent Dam.</i>   | 12 HP/6 secs                                              |
| <i>STR, AGI loss</i>     | 1 + 1 / 2 levels (max 10)                                 |
| <i>Target's Reaction</i> | Target begins to choke. (You feel a shortness of breath.) |

**Cinder Bolt**

|                          |                                                               |
|--------------------------|---------------------------------------------------------------|
| <i>Casters</i>           | Magician (34)                                                 |
| <i>Casting Skill</i>     | Evocation                                                     |
| <i>Target's Reaction</i> | Target is bathed in fire. (A stream of fire washes over you.) |

**Circle of Butcher**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (29)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Commons**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (29)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Feerrott**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Force**

|                          |                                       |
|--------------------------|---------------------------------------|
| <i>Casters</i>           | Wizard (34)                           |
| <i>Casting Skill</i>     | Evocation                             |
| <i>Target's Reaction</i> | Target is immolated in raging energy. |

**Circle of Karana**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (29)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Lavastorm**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Misty**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (39)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Ro**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Circle of Steamfont**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

# Spells: Charm-Collaboration



## Circle of Summer

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Druid (52)                             |
| <i>Casting Skill</i>     | Abjuration                             |
| <i>Target's Reaction</i> | Target is surrounded by a summer haze. |



## Circle of the Combines

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |



## Circle of Toxxulia

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (29)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |



## Circle of Winter

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Druid (51)                             |
| <i>Casting Skill</i>     | Abjuration                             |
| <i>Target's Reaction</i> | Target is surrounded by a winter haze. |



## Clarify Mana

|                      |                |
|----------------------|----------------|
| <i>Casters</i>       | Enchanter (29) |
| <i>Casting Skill</i> | Alteration     |



## Clarity

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (29)                                                  |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target looks tranquil. (A cool breeze slips through your mind.) |



## Clarity II

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (54)                                                       |
| <i>Casting Skill</i>     | Alteration                                                           |
| <i>Target's Reaction</i> | Target looks very tranquil. (A soft breeze slips through your mind.) |



## Clinging Darkness

|                               |                                                                      |
|-------------------------------|----------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (4), Shadow Knight (15)                                  |
| <i>Mana Cost</i>              | 20                                                                   |
| <i>Casting Skill</i>          | Alteration                                                           |
| <i>Casting Time (secs)</i>    | 1.75                                                                 |
| <i>Recasting Delay (secs)</i> | 6.5                                                                  |
| <i>Duration (secs)</i>        | 36                                                                   |
| <i>Range</i>                  | 200 feet                                                             |
| <i>Target</i>                 | Anyone                                                               |
| <i>Resistance Invoked</i>     | Magic                                                                |
| <i>Effects</i>                |                                                                      |
| <i>Damage</i>                 | 5 HP/6 secs                                                          |
| <i>Movement Rate loss</i>     | 20% +1% / level (max 30%)                                            |
| <i>Target's Reaction</i>      | Target is surrounded by darkness. (You are in the grip of darkness.) |



## Cloud

|                            |                        |
|----------------------------|------------------------|
| <i>Casters</i>             | Enchanter (20)         |
| <i>Mana Cost</i>           | 40                     |
| <i>Casting Skill</i>       | Abjuration             |
| <i>Casting Time (secs)</i> | 4                      |
| <i>Duration (minutes)</i>  | 36                     |
| <i>Range</i>               | 100 feet               |
| <i>Target</i>              | Anyone                 |
| <i>Resistance Invoked</i>  | None                   |
| <i>Effect</i>              |                        |
| <i>AC boost</i>            | 10 + 1/level (max 35)  |
| <i>Target's Reaction</i>   | Target's image clouds. |



## Coldlight

|                               |                                                                        |
|-------------------------------|------------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (1)                                                        |
| <i>Mana Cost</i>              | 15                                                                     |
| <i>Casting Skill</i>          | Conjuration                                                            |
| <i>Casting Time (secs)</i>    | 2                                                                      |
| <i>Recasting Delay (secs)</i> | 8.25                                                                   |
| <i>Duration</i>               | Instantaneous                                                          |
| <i>Range</i>                  | 0 feet                                                                 |
| <i>Target</i>                 | Yourself                                                               |
| <i>Resistance Invoked</i>     | None                                                                   |
| <i>Effect</i>                 |                                                                        |
| <i>Create Item</i>            | Coldlight                                                              |
| <i>Target's Reaction</i>      | Target's hands pulse blue. (A globe of Cold Light forms in your hand.) |



## Collaboration

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Enchanter (51)                                    |
| <i>Casting Skill</i>     | Alteration                                        |
| <i>Target's Reaction</i> | Target looks friendly. (You feel quite amicable.) |

**Color Flux**

|                               |                                                                                             |
|-------------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Enchanter (4)                                                                               |
| <i>Mana Cost</i>              | 20                                                                                          |
| <i>Casting Skill</i>          | Divination                                                                                  |
| <i>Casting Time (secs)</i>    | 1                                                                                           |
| <i>Recasting Delay (secs)</i> | 14.25                                                                                       |
| <i>Duration</i>               | Instantaneous                                                                               |
| <i>Range</i>                  | 0 feet                                                                                      |
| <i>Radius of Effect</i>       | 20 feet                                                                                     |
| <i>Target</i>                 | Area (but not your group)                                                                   |
| <i>Resistance Invoked</i>     | Magic                                                                                       |
| <i>Effects</i>                |                                                                                             |
| <i>Stun (secs)</i>            | 4                                                                                           |
| <i>Knockback</i>              | 1/2 foot                                                                                    |
| <i>Target's Reaction</i>      | Target is stunned by scintillating colors. (Scintillating colors pound through your brain.) |

**Color Shift**

|                               |                                                                                             |
|-------------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Enchanter (20)                                                                              |
| <i>Mana Cost</i>              | 40                                                                                          |
| <i>Casting Skill</i>          | Divination                                                                                  |
| <i>Casting Time (secs)</i>    | 1.5                                                                                         |
| <i>Recasting Delay (secs)</i> | 14.25                                                                                       |
| <i>Duration</i>               | Instantaneous                                                                               |
| <i>Range</i>                  | 0 feet                                                                                      |
| <i>Radius of Effect</i>       | 25                                                                                          |
| <i>Target</i>                 | Area (but not your group)                                                                   |
| <i>Resistance Invoked</i>     | Magic                                                                                       |
| <i>Effects</i>                |                                                                                             |
| <i>Stun (secs)</i>            | 6                                                                                           |
| <i>Knockback</i>              | 1/2 foot                                                                                    |
| <i>Target's Reaction</i>      | Target is stunned by scintillating colors. (Scintillating colors pound through your brain.) |

**Color Skew**

|                          |                                                                                             |
|--------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (44)                                                                              |
| <i>Casting Skill</i>     | Divination                                                                                  |
| <i>Target's Reaction</i> | Target is stunned by scintillating colors. (Scintillating colors pound through your brain.) |

**Color Slant**

|                          |                                                                                          |
|--------------------------|------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (52)                                                                           |
| <i>Casting Skill</i>     | Divination                                                                               |
| <i>Target's Reaction</i> | Target is throttled by scintillating colors. (Scintillating colors throttle your brain.) |

**Column of Fire**

|                               |                               |
|-------------------------------|-------------------------------|
| <i>Casters</i>                | Magician (12)                 |
| <i>Mana Cost</i>              | 65                            |
| <i>Casting Skill</i>          | Evocation                     |
| <i>Casting Time (secs)</i>    | 3.25                          |
| <i>Recasting Delay (secs)</i> | 8.5                           |
| <i>Duration</i>               | Instantaneous                 |
| <i>Range</i>                  | 200 feet                      |
| <i>Radius of Effect</i>       | 10 feet                       |
| <i>Target</i>                 | Area                          |
| <i>Resistance Invoked</i>     | Fire                          |
| <i>Effect</i>                 |                               |
| <i>Damage</i>                 | 37 HP + 1/level (max 51)      |
| <i>Target's Reaction</i>      | Target is immolated in flame. |

**Column of Frost**

|                               |                             |
|-------------------------------|-----------------------------|
| <i>Casters</i>                | Wizard (8)                  |
| <i>Mana Cost</i>              | 39                          |
| <i>Casting Skill</i>          | Evocation                   |
| <i>Casting Time (secs)</i>    | 2.7                         |
| <i>Recasting Delay (secs)</i> | 8.5                         |
| <i>Duration</i>               | Instantaneous               |
| <i>Range</i>                  | 200 feet                    |
| <i>Radius of Effect</i>       | 15 feet                     |
| <i>Target</i>                 | Area                        |
| <i>Resistance Invoked</i>     | Cold                        |
| <i>Effect</i>                 |                             |
| <i>Damage</i>                 | 19 HP + 1/level (max 31)    |
| <i>Target's Reaction</i>      | Target is encased in frost. |

**Column of Lightning**

|                               |                                  |
|-------------------------------|----------------------------------|
| <i>Casters</i>                | Wizard (24)                      |
| <i>Mana Cost</i>              | 130                              |
| <i>Casting Skill</i>          | Evocation                        |
| <i>Casting Time (secs)</i>    | 3.6                              |
| <i>Recasting Delay (secs)</i> | 8.5                              |
| <i>Duration</i>               | Instantaneous                    |
| <i>Range</i>                  | 200 feet                         |
| <i>Radius of Effect</i>       | 15 feet                          |
| <i>Target</i>                 | Area                             |
| <i>Resistance Invoked</i>     | Fire                             |
| <i>Effect</i>                 |                                  |
| <i>Damage</i>                 | 80 HP + 2/level (max 136)        |
| <i>Target's Reaction</i>      | Target is engulfed in lightning. |

**Combine Portal**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (34)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

# Spells: Color-Counteract



## Combust

Casters Druid (29)  
Casting Skill Evocation  
Target's Reaction Target's skin combusts.



## Common Gate

Casters Wizard (24)  
Mana Cost 150  
Casting Skill Alteration  
Casting Time (secs) 7  
Recasting Delay (secs) 12.25  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect Teleports you to West Commonlands  
Target's Reaction Target fades away.



## Common Portal

Casters Wizard (39)  
Casting Skill Alteration  
Target's Reaction Target creates a shimmering portal.



## Companion Spirit

Casters Shaman (34)  
Casting Skill Conjunction  
Target's Reaction Target summons a companion spirit.



## Complete Healing

Casters Cleric (39)  
Casting Skill Alteration



## Concussion

Casters Wizard (39)  
Casting Skill Alteration  
Target's Reaction Target staggers from a blow to the head.



## Conflagration

Casters Wizard (44)  
Casting Skill Evocation  
Target's Reaction Target combusts. (You feel your skin combust.)



## Conjunction: Air

Casters Magician (44)  
Casting Skill Conjunction



## Conjunction: Earth

Casters Magician (44)  
Casting Skill Conjunction



## Conjunction: Fire

Casters Magician (44)  
Casting Skill Conjunction



## Conjunction: Water

Casters Magician (44)  
Casting Skill Conjunction



## Conjure Corpse

Casters Necromancer (57)  
Casting Skill Conjunction



## Convergence

Casters Necromancer (53)  
Casting Skill Alteration



## Convoke Shadow

Casters Necromancer (12), Shadow Knight (22)  
Mana Cost 120  
Casting Skill Conjunction  
Components 2 Bone Chips  
Casting Time (secs) 8  
Recasting Delay (secs) 13.25  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect Create Undead Skeleton (Circle 4)



## Cornucopia

Casters Magician (24)  
Mana Cost 25  
Casting Skill Conjunction  
Casting Time (secs) 4  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect Create Item 1 black bread + 1 more loaf / 6 levels



## Counteract Disease

Casters Cleric (29), Druid (29), Necromancer (39), Paladin (56), Shaman (24)  
Mana Cost 50  
Casting Skill Alteration  
Casting Time (secs) 4  
Duration Instantaneous  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect Disease Reduction 2 chances, 4

**Counteract Poison**

|                            |                                                       |
|----------------------------|-------------------------------------------------------|
| <i>Casters</i>             | Cleric (24), Druid (29),<br>Paladin (39), Shaman (29) |
| <i>Mana Cost</i>           | 50                                                    |
| <i>Casting Skill</i>       | Alteration                                            |
| <i>Casting Time (secs)</i> | 4                                                     |
| <i>Duration</i>            | Instantaneous                                         |
| <i>Range</i>               | 100 feet                                              |
| <i>Target</i>              | Anyone                                                |
| <i>Resistance Invoked</i>  | None                                                  |
| <i>Effect</i>              |                                                       |
| <i>Poison Reduction</i>    | 2 chances, 4                                          |

**Courage**

|                               |                                                           |
|-------------------------------|-----------------------------------------------------------|
| <i>Casters</i>                | Cleric (1), Paladin (9)                                   |
| <i>Mana Cost</i>              | 12                                                        |
| <i>Casting Skill</i>          | Abjuration                                                |
| <i>Casting Time (secs)</i>    | 2                                                         |
| <i>Recasting Delay (secs)</i> | 5.5                                                       |
| <i>Duration (minutes)</i>     | 3 + 3 x level (max 27)                                    |
| <i>Range</i>                  | 100 feet                                                  |
| <i>Target</i>                 | Anyone                                                    |
| <i>Resistance Invoked</i>     | None                                                      |
| <i>Effects</i>                |                                                           |
| <i>AC boost</i>               | 10 + 1 / 2 levels (max 15)                                |
| <i>Bonus HP</i>               | 10 + 1/level (max 20)                                     |
| <i>Target's Reaction</i>      | Target looks courageous.<br>(You feel a rush of courage.) |

**Covetous Subversion**

|                          |                                                                       |
|--------------------------|-----------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (44)                                                      |
| <i>Casting Skill</i>     | Alteration                                                            |
| <i>Target's Reaction</i> | Target twitches. (A foreign<br>surge of mana refreshes your<br>mind.) |

**Creeping Crud**

|                            |                                                                                |
|----------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>             | Druid (24)                                                                     |
| <i>Mana Cost</i>           | 100                                                                            |
| <i>Casting Skill</i>       | Conjuration                                                                    |
| <i>Casting Time (secs)</i> | 2.45                                                                           |
| <i>Duration (minutes)</i>  | 1                                                                              |
| <i>Range</i>               | 250 feet                                                                       |
| <i>Target</i>              | Anyone                                                                         |
| <i>Resistance Invoked</i>  | Magic                                                                          |
| <i>Effect</i>              |                                                                                |
| <i>Damage</i>              | 21 HP/6 seconds                                                                |
| <i>Target's Reaction</i>   | Target is engulfed in a<br>swarm. (You feel the pain of<br>a thousand stings.) |

**Creeping Vision**

|                               |                                                                  |
|-------------------------------|------------------------------------------------------------------|
| <i>Casters</i>                | Shaman (24)                                                      |
| <i>Mana Cost</i>              | 20                                                               |
| <i>Casting Skill</i>          | Divination                                                       |
| <i>Casting Time (secs)</i>    | 2.5                                                              |
| <i>Recasting Delay (secs)</i> | 32.25                                                            |
| <i>Duration (minutes)</i>     | 1                                                                |
| <i>Range</i>                  | 0 feet                                                           |
| <i>Target</i>                 | Yourself                                                         |
| <i>Resistance Invoked</i>     | None                                                             |
| <i>Effect</i>                 |                                                                  |
| <i>Telescope</i>              | See farther and farther until<br>the spell expires.              |
| <i>Target's Reaction</i>      | Target eyes shimmer and<br>gleam. (Your eyes begin to<br>focus.) |

**Cripple**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Enchanter (53), Shaman (53) |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target has been crippled.   |

**Crystallize Mana**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Enchanter (20)                            |
| <i>Mana Cost</i>           | 400                                       |
| <i>Casting Skill</i>       | Alteration                                |
| <i>Components</i>          | Peridot, Emerald, Poison Vial             |
| <i>Casting Time (secs)</i> | 6                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |
| <i>Create Item</i>         | 1 vial of Cloudy Mana<br>+ 1 more / level |

**Cure Blindness**

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Cleric (5), Shaman (9) |
| <i>Mana Cost</i>              | 20                     |
| <i>Casting Skill</i>          | Alteration             |
| <i>Casting Time (secs)</i>    | 2                      |
| <i>Recasting Delay (secs)</i> | 5.25                   |
| <i>Duration</i>               | Instantaneous          |
| <i>Range</i>                  | 100 feet               |
| <i>Target</i>                 | Anyone                 |
| <i>Resistance Invoked</i>     | None                   |
| <i>Effect</i>                 |                        |
| <i>Blindness healed</i>       |                        |
| <i>Target's Reaction</i>      | Target's eyes sparkle. |

# Spells: Counteract-Dark



## Cure Disease

|                               |                                                                         |
|-------------------------------|-------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (5), Druid (5),<br>Necromancer (16), Paladin<br>(15), Shaman (1) |
| <i>Mana Cost</i>              | 20                                                                      |
| <i>Casting Skill</i>          | Alteration                                                              |
| <i>Casting Time (secs)</i>    | 2                                                                       |
| <i>Recasting Delay (secs)</i> | 5.25                                                                    |
| <i>Duration</i>               | Instantaneous                                                           |
| <i>Range</i>                  | 100 feet                                                                |
| <i>Target</i>                 | Anyone                                                                  |
| <i>Resistance Invoked</i>     | None                                                                    |
| <i>Effect</i>                 |                                                                         |
| <i>Disease Reduction</i>      | 1                                                                       |



## Cure Poison

|                               |                                                                   |
|-------------------------------|-------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (1), Druid (5),<br>Paladin (9), Ranger (15),<br>Shaman (5) |
| <i>Mana Cost</i>              | 20                                                                |
| <i>Casting Skill</i>          | Alteration                                                        |
| <i>Casting Time (secs)</i>    | 2                                                                 |
| <i>Recasting Delay (secs)</i> | 5.25                                                              |
| <i>Duration</i>               | Instantaneous                                                     |
| <i>Range</i>                  | 100 feet                                                          |
| <i>Target</i>                 | Anyone                                                            |
| <i>Resistance Invoked</i>     | None                                                              |
| <i>Effect</i>                 |                                                                   |
| <i>Poison Reduction</i>       | 1                                                                 |



## Curse of the Simple Mind

|                          |                      |
|--------------------------|----------------------|
| <i>Casters</i>           | Enchanter (29)       |
| <i>Casting Skill</i>     | Alteration           |
| <i>Target's Reaction</i> | Target looks stupid. |



## Dagger of Symbols

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |



## Dance of the Fireflies

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Druid (1), Ranger (15) |
| <i>Mana Cost</i>              | 10                     |
| <i>Casting Skill</i>          | Conjuration            |
| <i>Outdoors only</i>          |                        |
| <i>Casting Time (secs)</i>    | 3                      |
| <i>Recasting Delay (secs)</i> | 8.25                   |
| <i>Duration</i>               | Instantaneous          |
| <i>Range</i>                  | 0 feet                 |
| <i>Target</i>                 | Yourself               |
| <i>Resistance Invoked</i>     | None                   |

## Effect

|                          |                                                                          |
|--------------------------|--------------------------------------------------------------------------|
| <i>Create Item</i>       | Firefly Globe                                                            |
| <i>Target's Reaction</i> | Target's hands flicker. (A swarm of fireflies shimmer around your hand.) |



## Daring

|                            |                            |
|----------------------------|----------------------------|
| <i>Casters</i>             | Cleric (19), Paladin (39)  |
| <i>Mana Cost</i>           | 60                         |
| <i>Casting Skill</i>       | Abjuration                 |
| <i>Casting Time (secs)</i> | 2.5                        |
| <i>Duration (minutes)</i>  | 36                         |
| <i>Range</i>               | 100 feet                   |
| <i>Target</i>              | Anyone                     |
| <i>Resistance Invoked</i>  | None                       |
| <i>Effects</i>             |                            |
| <i>AC boost</i>            | 17 + 1 / 2 levels (max 30) |
| <i>Bonus HP</i>            | 65 + 1/level               |
| <i>Target's Reaction</i>   | Target looks daring.       |



## Dark Empathy

|                               |                                        |
|-------------------------------|----------------------------------------|
| <i>Casters</i>                | Necromancer (8), Shadow<br>Knight (22) |
| <i>Mana Cost</i>              | 20                                     |
| <i>Casting Skill</i>          | Alteration                             |
| <i>Casting Time (secs)</i>    | 4                                      |
| <i>Recasting Delay (secs)</i> | 10                                     |
| <i>Duration</i>               | Instantaneous                          |
| <i>Range</i>                  | 100 feet                               |
| <i>Target</i>                 | Anyone (flows from you)                |
| <i>Resistance Invoked</i>     | None                                   |
| <i>Effect</i>                 |                                        |
| <i>Healing</i>                | 30 HP                                  |
| <i>Target's Reaction</i>      | Target's wounds disappear.             |



## Dark Pact

|                               |                                                           |
|-------------------------------|-----------------------------------------------------------|
| <i>Casters</i>                | Necromancer (8)                                           |
| <i>Mana Cost</i>              | 5                                                         |
| <i>Casting Skill</i>          | Alteration                                                |
| <i>Casting Time (secs)</i>    | 3                                                         |
| <i>Recasting Delay (secs)</i> | 8.25                                                      |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                                          |
| <i>Range</i>                  | 0 feet                                                    |
| <i>Target</i>                 | Yourself                                                  |
| <i>Resistance Invoked</i>     | None                                                      |
| <i>Effects</i>                |                                                           |
| <i>Mana boost</i>             | 2/6 secs                                                  |
| <i>Damage</i>                 | 4 HP/6 seconds                                            |
| <i>Target's Reaction</i>      | Target looks sick. (You feel your health begin to drain.) |

**Dazzle**

Casters Enchanter (49)

Casting Skill Conjuration

Target's Reaction Target has been mesmerized.

**Dead Man Floating**

Casters Necromancer (44)

Casting Skill Abjuration

Target's Reaction Target looks dead. (You become like the dead.)

**Deadeye**

Casters Necromancer (8), Shadow Knight (22)

Mana Cost 35

Casting Skill Divination

Casting Time (secs) 3

Duration (minutes) 3 x level (max 27)

Range 0 feet

Target Yourself

Resistance Invoked None

**Effects**

Infravision

See Invisible

Target's Reaction Target's eyes glow red. (Your vision shifts.)

**Death Pact**

Casters Cleric (51)

Casting Skill Abjuration

Target's Reaction Target is covered in a foreboding aura. (You are surrounded by a foreboding aura.)

**Deflux**

Casters Necromancer (54)

Casting Skill Alteration

Target's Reaction Target staggers. (You feel your life force drain away.)

**Defoliate**

Casters Necromancer (29)

Casting Skill Evocation

Target's Reaction Target wilts.

**Defoliation**

Casters Necromancer (52)

Casting Skill Evocation

Target's Reaction Target wilts.

**Deftness**

Casters Shaman (39)

Casting Skill Alteration

Target's Reaction Target looks dexterous.

**Deliriously Nimble**

Casters Shaman (53)

Casting Skill Alteration

Target's Reaction Target twitches, deliriously nimble. (You feel deliriously nimble.)

**Dementia**

Casters Enchanter (54)

Casting Skill Evocation

Target's Reaction Target's mind warps. (Twisted logic warps your mind.)

**Demi Lich**

Casters Necromancer (60)

Casting Skill Alteration

Target's Reaction Target's skin peels away. (You feel the skin peel from your bones.)

**Devouring Darkness**

Casters Necromancer (59)

Casting Skill Conjuration

Target's Reaction Target is engulfed in devouring darkness.

**Dexterity**

Casters Shaman (49)

Casting Skill Alteration

Target's Reaction Target looks dexterous.

**Dexterous Aura**

Casters Shaman (1)

Mana Cost 10

Casting Skill Alteration

Casting Time (secs) 3

Duration (minutes) 3 + 3 x level (max 27)

Range 100 feet

Target Anyone

Resistance Invoked None

**Effect**

DEX boost 4 + 1/level (max 10)

Target's Reaction Target looks more dexterous.

**Diamondskin**

Casters Necromancer (44), Wizard (44)

Casting Skill Abjuration

Target's Reaction Target's skin looks like diamond.



# Spells: Dazzle-Distill



## Dictate

Casters Enchanter (60)  
Casting Skill Alteration

Target's Reaction (You have been charmed.)



## Dimensional Hole

Casters Magician (34)  
Casting Skill Conjunction



## Dimensional Pocket

Casters Magician (8)  
Mana Cost 40

Casting Skill Conjunction  
Casting Time (secs) 6  
Recasting Delay (secs) 8.25  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect

Create Item 1 Dimensional Pocket  
+ 1 more / level



## Diminution

(See Shrink)



## Discordant Mind

Casters Enchanter (44)  
Casting Skill Evocation

Target's Reaction Target's brain begins to melt. (You feel part of your mind melt away.)



## Disease Cloud

Casters Necromancer (1), Shadow Knight (9)

Mana Cost 10  
Casting Skill Conjunction  
Casting Time (secs) 1.5  
Recasting Delay (secs) 8.5  
Duration (minutes) 3 x level (max 6)  
Range 200 feet  
Target Anyone  
Resistance Invoked Disease  
Effects  
Disease 1  
Immediate Damage 6 HP  
Subsequent Dam. 1 HP/6 seconds  
Target's Reaction Target doubles over in pain. (Your stomach begins to cramp.)



## Disempower

Casters Enchanter (16), Shaman (14)  
Mana Cost 45

Casting Skill Alteration  
Casting Time (secs) 2.25  
Duration (secs) 6/level (max 2 min)  
Range 200 feet  
Target Anyone  
Resistance Invoked Magic  
Effects  
STA loss 3 + 1 / 2 levels (max 20)  
STR loss 7 + 1 / 2 levels (max 15)  
AC loss 16 + 1 / 2 levels (max 30)  
Target's Reaction Target looks frail.



## Disintegrate

Casters Wizard (60)  
Casting Skill Evocation



## Dismiss Summoned

Casters Cleric (39), Druid (24), Magician (29), Ranger (39)

Mana Cost 90  
Casting Skill Evocation  
Casting Time (secs) 3.3  
Duration Instantaneous  
Range 200 feet  
Target Summoned creature  
Resistance Invoked Magic  
Effect  
Damage 92 HP + 2/level (max 162)  
Target's Reaction Target staggers.



## Dismiss Undead

Casters Cleric (24), Necromancer (29), Paladin (49), Shadow Knight (49)

Mana Cost 90  
Casting Skill Evocation  
Casting Time (secs) 3.3  
Duration Instantaneous  
Range 200 feet  
Target Undead  
Resistance Invoked Magic  
Effect  
Damage 92 HP + 2/level (max 162)  
Target's Reaction Target staggers.



## Distill Mana

Casters Enchanter (39)  
Casting Skill Alteration

**Divine Aura**

|                              |                                            |
|------------------------------|--------------------------------------------|
| <i>Casters</i>               | Cleric (1), Paladin (55)                   |
| <i>Mana Cost</i>             | 10                                         |
| <i>Casting Skill</i>         | Abjuration                                 |
| <i>Casting Time (secs)</i>   | 1                                          |
| <i>Recasting Delay (min)</i> | 15                                         |
| <i>Duration (secs)</i>       | 18                                         |
| <i>Range</i>                 | 0 feet                                     |
| <i>Target</i>                | Yourself                                   |
| <i>Resistance Invoked</i>    | None                                       |
| <i>Effect</i>                |                                            |
| <i>Invulnerability</i>       |                                            |
| <i>Target's Reaction</i>     | (The gods have rendered you invulnerable.) |

**Divine Barrier**

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Cleric (29)                               |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a divine barrier. |

**Divine Favor**

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Paladin (55)                                     |
| <i>Casting Skill</i>     | Abjuration                                       |
| <i>Target's Reaction</i> | Target is surrounded by an aura of Divine Favor. |

**Divine Intervention**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (60)                                          |
| <i>Casting Skill</i>     | Abjuration                                           |
| <i>Target's Reaction</i> | Target feels the watchful eyes of the gods upon him. |

**Divine Light**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Cleric (53)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target is bathed in a divine light. |

**Divine Might**

|                          |                                                                                               |
|--------------------------|-----------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Paladin (49)                                                                                  |
| <i>Casting Skill</i>     | Alteration                                                                                    |
| <i>Target's Reaction</i> | Target's hands begin to glow with divine might. (Your hands begin to glow with divine might.) |

**Dizzying Wind**

|                               |             |
|-------------------------------|-------------|
| <i>Casters</i>                | Druid (19)  |
| <i>Mana Cost</i>              | 80          |
| <i>Casting Skill</i>          | Conjuration |
| <i>Outdoors only</i>          |             |
| <i>Casting Time (secs)</i>    | 2.75        |
| <i>Recasting Delay (secs)</i> | 14.5        |

|                           |                                               |
|---------------------------|-----------------------------------------------|
| <i>Duration</i>           | Instantaneous                                 |
| <i>Range</i>              | 200 feet                                      |
| <i>Target</i>             | Anyone                                        |
| <i>Resistance Invoked</i> | Magic                                         |
| <i>Effects</i>            |                                               |
| <i>Damage</i>             | 72 HP + 2/level (max 122)                     |
| <i>Stun</i>               | Can disrupt spellcasting                      |
| <i>Lift and Knockback</i> | 2 feet each                                   |
| <i>Target's Reaction</i>  | Target is slammed by an intense gust of wind. |

**Dominate Undead**

|                               |                   |
|-------------------------------|-------------------|
| <i>Casters</i>                | Necromancer (20)  |
| <i>Mana Cost</i>              | 100               |
| <i>Casting Skill</i>          | Alteration        |
| <i>Casting Time (secs)</i>    | 5                 |
| <i>Recasting Delay (secs)</i> | 12.25             |
| <i>Duration (minutes)</i>     | 1 + 18 secs/level |
| <i>Range</i>                  | 200 feet          |
| <i>Target</i>                 | Undead            |
| <i>Resistance Invoked</i>     | Magic             |
| <i>Effect</i>                 |                   |
| <i>Charm</i>                  | Lowest-level      |
| <i>Target's Reaction</i>      | Target moans.     |

**Dooming Darkness**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Necromancer (29), Shadow Knight (49) |
| <i>Casting Skill</i>     | Conjuration                          |
| <i>Target's Reaction</i> | Target is engulfed in darkness.      |

**Drain Soul**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Necromancer (49)                                       |
| <i>Casting Skill</i>     | Alteration                                             |
| <i>Target's Reaction</i> | Target staggers. (You feel your lifeforce drain away.) |

**Drain Spirit**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Necromancer (39), Shadow Knight (60)                   |
| <i>Casting Skill</i>     | Alteration                                             |
| <i>Target's Reaction</i> | Target staggers. (You feel your lifeforce drain away.) |

**Draught of Fire**

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Wizard (51)                            |
| <i>Casting Skill</i>     | Evocation                              |
| <i>Target's Reaction</i> | Target is caught in a torrent of fire. |

**Draught of Ice**

|                          |                                              |
|--------------------------|----------------------------------------------|
| <i>Casters</i>           | Wizard (57)                                  |
| <i>Casting Skill</i>     | Evocation                                    |
| <i>Target's Reaction</i> | Target is caught in a torrent of jagged ice. |

# Spells: Divine-Elemental



## Draught of Jiva

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Wizard (55)                                      |
| <i>Casting Skill</i>     | Evocation                                        |
| <i>Target's Reaction</i> | Target is caught in a torrent of reckless magic. |



## Dread of Night

|                          |                                                                         |
|--------------------------|-------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (51), Necromancer (51)                                           |
| <i>Casting Skill</i>     | Alteration                                                              |
| <i>Target's Reaction</i> | Target has been instilled with the dread of night. (Your bones tingle.) |



## Drifting Death

|                          |                                                                          |
|--------------------------|--------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (44)                                                               |
| <i>Casting Skill</i>     | Conjuration                                                              |
| <i>Target's Reaction</i> | Target is engulfed in a swarm. (You feel the pain of a thousand stings.) |



## Drones of Doom

|                          |                                                                          |
|--------------------------|--------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (34), Ranger (54)                                                  |
| <i>Casting Skill</i>     | Conjuration                                                              |
| <i>Target's Reaction</i> | Target is engulfed in a swarm. (You feel the pain of a thousand stings.) |



## Drowsy

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Shaman (5)                           |
| <i>Mana Cost</i>              | 20                                   |
| <i>Casting Skill</i>          | Alteration                           |
| <i>Casting Time (secs)</i>    | 2.5                                  |
| <i>Recasting Delay (secs)</i> | 7.25                                 |
| <i>Duration (secs)</i>        | 12 + 6 / 2 levels                    |
| <i>Range</i>                  | 200 feet                             |
| <i>Target</i>                 | Anyone                               |
| <i>Resistance Invoked</i>     | Magic                                |
| <i>Effect</i>                 | Attack Speed loss 10% +1% / 4 levels |
| <i>Target's Reaction</i>      | Target yawns. (You feel drowsy.)     |



## Dyn's Dizzying Draught

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Enchanter (29)         |
| <i>Casting Skill</i>     | Alteration             |
| <i>Target's Reaction</i> | Target begins to spin. |



## Dyzil's Deafening Decoy

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (56) |
| <i>Casting Skill</i> | Conjuration   |



## Earthquake

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (44), Druid (34)                                              |
| <i>Casting Skill</i>     | Evocation                                                            |
| <i>Target's Reaction</i> | Target is smashed by the moving ground. (You feel the ground shake.) |



## Ebbing Strength

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Enchanter (12)                      |
| <i>Mana Cost</i>              | 35                                  |
| <i>Casting Skill</i>          | Alteration                          |
| <i>Casting Time (secs)</i>    | 2                                   |
| <i>Recasting Delay (secs)</i> | 5.75                                |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                    |
| <i>Range</i>                  | 200 feet                            |
| <i>Target</i>                 | Anyone                              |
| <i>Resistance Invoked</i>     | Magic                               |
| <i>Effect</i>                 | STR loss 15 + 1 / 2 levels (max 25) |
| <i>Target's Reaction</i>      | Target weakens. (You feel weaker.)  |



## Egress

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Druid (52)                    |
| <i>Casting Skill</i>     | Alteration                    |
| <i>Target's Reaction</i> | Target sinks into the ground. |



## Elemental: Air

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Magician (12)                                |
| <i>Mana Cost</i>           | 120                                          |
| <i>Casting Skill</i>       | Conjuration                                  |
| <i>Components</i>          | Broom of Trilon (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 8                                            |
| <i>Duration</i>            | Instantaneous                                |
| <i>Range</i>               | 0 feet                                       |
| <i>Target</i>              | Yourself                                     |
| <i>Resistance Invoked</i>  | None                                         |
| <i>Effect</i>              |                                              |

*Summon Elemental* Air Elemental (Circle 4)



## Elemental Armor

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Magician (44), Wizard (44)                |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target feels protected from fire and ice. |

**Elemental: Earth**

|                            |                                             |
|----------------------------|---------------------------------------------|
| <i>Casters</i>             | Magician (12)                               |
| <i>Mana Cost</i>           | 120                                         |
| <i>Casting Skill</i>       | Conjuration                                 |
| <i>Components</i>          | Shovel of Ponz (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 8                                           |
| <i>Duration</i>            | Instantaneous                               |
| <i>Range</i>               | 0 feet                                      |
| <i>Target</i>              | Yourself                                    |
| <i>Resistance Invoked</i>  | None                                        |
| <i>Effect</i>              |                                             |

*Summon Elemental* Earth Elemental (Circle 4)

**Elemental: Fire**

|                            |                                            |
|----------------------------|--------------------------------------------|
| <i>Casters</i>             | Magician (12)                              |
| <i>Mana Cost</i>           | 120                                        |
| <i>Casting Skill</i>       | Conjuration                                |
| <i>Components</i>          | Torch of Alna (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 8                                          |
| <i>Duration</i>            | Instantaneous                              |
| <i>Range</i>               | 0 feet                                     |
| <i>Target</i>              | Yourself                                   |
| <i>Resistance Invoked</i>  | None                                       |
| <i>Effect</i>              |                                            |

*Summon Elemental* Fire Elemental (Circle 4)

**Elemental Shield**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (20), Wizard (20)                |
| <i>Mana Cost</i>           | 50                                        |
| <i>Casting Skill</i>       | Abjuration                                |
| <i>Casting Time (secs)</i> | 3                                         |
| <i>Duration (minutes)</i>  | 27                                        |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effects</i>             |                                           |
| <i>Resist Fire boost</i>   | 15                                        |
| <i>Resist Cold boost</i>   | 15                                        |
| <i>Target's Reaction</i>   | Target feels protected from fire and ice. |

**Elemental: Water**

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Magician (12)                                |
| <i>Mana Cost</i>           | 120                                          |
| <i>Casting Skill</i>       | Conjuration                                  |
| <i>Components</i>          | Stein of Ulissa (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 8                                            |

|                           |               |
|---------------------------|---------------|
| <i>Duration</i>           | Instantaneous |
| <i>Range</i>              | 0 feet        |
| <i>Target</i>             | Yourself      |
| <i>Resistance Invoked</i> | None          |
| <i>Effect</i>             |               |

*Summon Elemental* Water Elemental (Circle 4)

**Elementaling: Air**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (8)                              |
| <i>Mana Cost</i>           | 80                                        |
| <i>Casting Skill</i>       | Conjuration                               |
| <i>Components</i>          | Broom of Trilon (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 7                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |

*Summon Elemental* Air Elemental (Circle 3)

**Elementaling: Earth**

|                            |                                          |
|----------------------------|------------------------------------------|
| <i>Casters</i>             | Magician (8)                             |
| <i>Mana Cost</i>           | 80                                       |
| <i>Casting Skill</i>       | Conjuration                              |
| <i>Components</i>          | Shovel of Ponz (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 7                                        |
| <i>Duration</i>            | Instantaneous                            |
| <i>Range</i>               | 0 feet                                   |
| <i>Target</i>              | Yourself                                 |
| <i>Resistance Invoked</i>  | None                                     |
| <i>Effect</i>              |                                          |

*Summon Elemental* Earth Elemental (Circle 3)

**Elementaling: Fire**

|                            |                                         |
|----------------------------|-----------------------------------------|
| <i>Casters</i>             | Magician (8)                            |
| <i>Mana Cost</i>           | 80                                      |
| <i>Casting Skill</i>       | Conjuration                             |
| <i>Components</i>          | Torch of Alna (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 7                                       |
| <i>Duration</i>            | Instantaneous                           |
| <i>Range</i>               | 0 feet                                  |
| <i>Target</i>              | Yourself                                |
| <i>Resistance Invoked</i>  | None                                    |
| <i>Effect</i>              |                                         |

*Summon Elemental* Fire Elemental (Circle 3)

# Spells: Elemental-Enchant



## **Elementaling: Water**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (8)                              |
| <i>Mana Cost</i>           | 80                                        |
| <i>Casting Skill</i>       | Conjuration                               |
| <i>Components</i>          | Stein of Ulissa (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 7                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |

*Summon Elemental* Water Elemental (Circle 3)



## **Elementalkin: Air**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (4)                              |
| <i>Mana Cost</i>           | 40                                        |
| <i>Casting Skill</i>       | Conjuration                               |
| <i>Components</i>          | Broom of Trilon (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 6                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |

*Summon Elemental* Air Elemental (Circle 2)



## **Elementalkin: Earth**

|                            |                                          |
|----------------------------|------------------------------------------|
| <i>Casters</i>             | Magician (4)                             |
| <i>Mana Cost</i>           | 40                                       |
| <i>Casting Skill</i>       | Conjuration                              |
| <i>Components</i>          | Shovel of Ponz (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 6                                        |
| <i>Duration</i>            | Instantaneous                            |
| <i>Range</i>               | 0 feet                                   |
| <i>Target</i>              | Yourself                                 |
| <i>Resistance Invoked</i>  | None                                     |
| <i>Effect</i>              |                                          |

*Summon Elemental* Earth Elemental (Circle 2)



## **Elementalkin: Fire**

|                            |                                         |
|----------------------------|-----------------------------------------|
| <i>Casters</i>             | Magician (4)                            |
| <i>Mana Cost</i>           | 40                                      |
| <i>Casting Skill</i>       | Conjuration                             |
| <i>Components</i>          | Torch of Alna (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 6                                       |
| <i>Duration</i>            | Instantaneous                           |

|                           |          |
|---------------------------|----------|
| <i>Range</i>              | 0 feet   |
| <i>Target</i>             | Yourself |
| <i>Resistance Invoked</i> | None     |
| <i>Effect</i>             |          |

*Summon Elemental* Fire Elemental (Circle 2)



## **Elementalkin: Water**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (4)                              |
| <i>Mana Cost</i>           | 40                                        |
| <i>Casting Skill</i>       | Conjuration                               |
| <i>Components</i>          | Stein of Ulissa (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 6                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |

*Summon Elemental* Water Elemental (Circle 2)



## **Emissary of Thule**

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (59) |
| <i>Casting Skill</i> | Conjuration      |



## **Enchant Electrum**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Enchanter (16)                            |
| <i>Mana Cost</i>           | 75                                        |
| <i>Casting Skill</i>       | Alteration                                |
| <i>Component</i>           | Electrum Bar                              |
| <i>Casting Time (secs)</i> | 6                                         |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |
| <i>Create Item</i>         | 1 enchanted electrum bar + 1 more / level |



## **Enchant Gold**

|                            |                                       |
|----------------------------|---------------------------------------|
| <i>Casters</i>             | Enchanter (24)                        |
| <i>Mana Cost</i>           | 150                                   |
| <i>Casting Skill</i>       | Alteration                            |
| <i>Component</i>           | Gold Bar                              |
| <i>Casting Time (secs)</i> | 6                                     |
| <i>Duration</i>            | Instantaneous                         |
| <i>Range</i>               | 0 feet                                |
| <i>Target</i>              | Yourself                              |
| <i>Resistance Invoked</i>  | None                                  |
| <i>Effect</i>              |                                       |
| <i>Create Item</i>         | 1 enchanted gold bar + 1 more / level |

**Enchant Platinum**

Casters Enchanter (34)  
Casting Skill Alteration

**Enchant Silver**

Casters Enchanter (8)  
Mana Cost 80  
Casting Skill Alteration  
Component Silver Bar  
Casting Time (secs) 6  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect  
Create Item 1 enchanted silver bar + 1 more / level

**Endure Cold**

Casters Cleric (14), Druid (9), Necromancer (4), Shadow Knight (15), Shaman (1)  
Mana Cost 20  
Casting Skill Abjuration  
Casting Time (secs) 2.5  
Duration (minutes) 3 x level (max 27)  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect  
Resist Cold boost 10 + 1/level (max 20)  
Target's Reaction Target is protected from cold.

**Endure Disease**

Casters Cleric (14), Druid (19), Necromancer (12), Paladin (39), Shadow Knight (30), Shaman (9)  
Mana Cost 20  
Casting Skill Abjuration  
Casting Time (secs) 2.5  
Duration 27 minutes  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect  
Resist Disease boost 10 + 1/level (max 20)  
Target's Reaction Target is protected from disease.

**Endure Fire**

Casters Cleric (9), Druid (1), Ranger (9), Shaman (5)  
Mana Cost 20  
Casting Skill Abjuration  
Casting Time (secs) 2.5  
Duration (minutes) 3 x level (max 27)  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect  
Resist Fire boost 10 + 1/level (max 20)  
Target's Reaction Target is protected from fire.

**Endure Magic**

Casters Cleric (19), Druid (34), Enchanter (20), Shaman (19)  
Mana Cost 40  
Casting Skill Abjuration  
Casting Time (secs) 2.5  
Duration (minutes) 27  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect  
Resist Magic boost 20  
Target's Reaction Target is protected from magic.

**Endure Poison**

Casters Cleric (9), Druid (19), Paladin (22), Shaman (14)  
Mana Cost 20  
Casting Skill Abjuration  
Casting Time (secs) 2.5  
Duration (minutes) 27  
Range 100 feet  
Target Anyone  
Resistance Invoked None  
Effect  
Resist Poison boost 10 + 1/level (max 20)  
Target's Reaction Target is protected from poison.

# Spells: Enchant-Ensnaring



## Enduring Breath

|                            |                                                                             |
|----------------------------|-----------------------------------------------------------------------------|
| <i>Casters</i>             | Druid (9), Enchanter (12), Ranger (22), Shaman (14)                         |
| <i>Mana Cost</i>           | 35                                                                          |
| <i>Casting Skill</i>       | Alteration                                                                  |
| <i>Component</i>           | Fish Scales (1)                                                             |
| <i>Casting Time (secs)</i> | 4                                                                           |
| <i>Duration (minutes)</i>  | 27                                                                          |
| <i>Range</i>               | 100 feet                                                                    |
| <i>Target</i>              | Anyone                                                                      |
| <i>Resistance Invoked</i>  | None                                                                        |
| <i>Effect</i>              |                                                                             |
| <i>Magic Breathing</i>     |                                                                             |
| <i>Target's Reaction</i>   | Target doesn't seem to be breathing anymore. (You feel no need to breathe.) |



## Energy Storm

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Wizard (29)                                             |
| <i>Casting Skill</i>     | Evocation                                               |
| <i>Target's Reaction</i> | Target's skin blisters as energy rains down from above. |



## Enfeeblement

|                            |                            |
|----------------------------|----------------------------|
| <i>Casters</i>             | Enchanter (4)              |
| <i>Mana Cost</i>           | 20                         |
| <i>Casting Skill</i>       | Alteration                 |
| <i>Casting Time (secs)</i> | 1.75                       |
| <i>Duration (minutes)</i>  | 1 + 6 secs/level (max 6 m) |
| <i>Range</i>               | 200 feet                   |
| <i>Target</i>              | Anyone                     |
| <i>Resistance Invoked</i>  | Magic                      |
| <i>Effects</i>             |                            |
| <i>STR loss</i>            | 16 + 1 / 2 levels (max 20) |
| <i>AC loss</i>             | 10                         |
| <i>Target's Reaction</i>   | Target is enfeebled.       |



## Enforced Reverence

|                          |                                                                       |
|--------------------------|-----------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (58)                                                           |
| <i>Casting Skill</i>     | Evocation                                                             |
| <i>Target's Reaction</i> | Target staggers in reverent awe. (You are stunned with reverent awe.) |



## Engorging Roots

|                          |                                |
|--------------------------|--------------------------------|
| <i>Casters</i>           | Druid (56)                     |
| <i>Casting Skill</i>     | Alteration                     |
| <i>Target's Reaction</i> | Target's feet become entwined. |



## Engulfing Darkness

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Necromancer (12), Shadow Knight (22) |
| <i>Mana Cost</i>              | 60                                   |
| <i>Casting Skill</i>          | Conjuration                          |
| <i>Casting Time (secs)</i>    | 2.45                                 |
| <i>Recasting Delay (secs)</i> | 6.5                                  |
| <i>Duration (minutes)</i>     | 1                                    |
| <i>Range</i>                  | 200 feet                             |
| <i>Target</i>                 | Anyone                               |
| <i>Resistance Invoked</i>     | Magic                                |
| <i>Effects</i>                |                                      |
| <i>Damage</i>                 | 11 HP/6 seconds                      |
| <i>Movement Rate loss</i>     | 40%                                  |
| <i>Target's Reaction</i>      | Target is engulfed in darkness.      |



## Engulfing Roots

|                          |                                |
|--------------------------|--------------------------------|
| <i>Casters</i>           | Druid (49)                     |
| <i>Casting Skill</i>     | Alteration                     |
| <i>Target's Reaction</i> | Target's feet become entwined. |



## Enlightenment

|                          |                              |
|--------------------------|------------------------------|
| <i>Casters</i>           | Enchanter (57)               |
| <i>Casting Skill</i>     | Alteration                   |
| <i>Target's Reaction</i> | Target has been enlightened. |



## Enslave Death

|                          |                  |
|--------------------------|------------------|
| <i>Casters</i>           | Necromancer (60) |
| <i>Casting Skill</i>     | Alteration       |
| <i>Target's Reaction</i> | Target moans.    |



## Ensnare

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Druid (29), Ranger (51)   |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target has been ensnared. |



## Ensnaring Roots

|                            |                                |
|----------------------------|--------------------------------|
| <i>Casters</i>             | Druid (24), Ranger (49)        |
| <i>Mana Cost</i>           | 60                             |
| <i>Casting Skill</i>       | Alteration                     |
| <i>Casting Time (secs)</i> | 2.5                            |
| <i>Duration</i>            | 1 min, 36 secs                 |
| <i>Range</i>               | 200 feet                       |
| <i>Target</i>              | Anyone                         |
| <i>Resistance Invoked</i>  | Magic                          |
| <i>Effects</i>             |                                |
| <i>Immobilizes</i>         |                                |
| <i>One-Time Damage</i>     | 10 HP + 1/level (max 60)       |
| <i>Target's Reaction</i>   | Target's feet become entwined. |

**Enstill**

|                            |                                                                                       |
|----------------------------|---------------------------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (29), Enchanter (29), Necromancer (53), Paladin (54), Shaman (34), Wizard (20) |
| <i>Mana Cost</i>           | 60                                                                                    |
| <i>Casting Skill</i>       | Alteration                                                                            |
| <i>Casting Time (secs)</i> | 2.5                                                                                   |
| <i>Duration</i>            | 1 min, 36 secs                                                                        |
| <i>Range</i>               | 200 feet                                                                              |
| <i>Target</i>              | Anyone                                                                                |
| <i>Resistance Invoked</i>  | Magic                                                                                 |
| <i>Effect</i>              | Immobilizes                                                                           |
| <i>Target's Reaction</i>   | Target's feet adhere to the ground.                                                   |

**Enthral**

|                               |                             |
|-------------------------------|-----------------------------|
| <i>Casters</i>                | Enchanter (16)              |
| <i>Mana Cost</i>              | 50                          |
| <i>Casting Skill</i>          | Conjuration                 |
| <i>Casting Time (secs)</i>    | 2.5                         |
| <i>Recasting Delay (secs)</i> | 4.75                        |
| <i>Duration (secs)</i>        | 48                          |
| <i>Range</i>                  | 200 feet                    |
| <i>Target</i>                 | Anyone                      |
| <i>Resistance Invoked</i>     | Magic                       |
| <i>Effect</i>                 | Mesmerization               |
| <i>Target's Reaction</i>      | Target has been enthralled. |

**Entrance**

|                          |                            |
|--------------------------|----------------------------|
| <i>Casters</i>           | Enchanter (34)             |
| <i>Casting Skill</i>     | Conjuration                |
| <i>Target's Reaction</i> | Target has been entranced. |

**Entrapping Roots**

|                          |                                |
|--------------------------|--------------------------------|
| <i>Casters</i>           | Druid (60)                     |
| <i>Casting Skill</i>     | Alteration                     |
| <i>Target's Reaction</i> | Target's feet become entwined. |

**Enveloping Roots**

|                          |                                |
|--------------------------|--------------------------------|
| <i>Casters</i>           | Druid (39), Ranger (60)        |
| <i>Casting Skill</i>     | Alteration                     |
| <i>Target's Reaction</i> | Target's feet become entwined. |

**Envenomed Bolt**

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Necromancer (51), Shaman (49) |
| <i>Casting Skill</i>     | Conjuration                   |
| <i>Target's Reaction</i> | Target has been poisoned.     |

**Envenomed Breath**

|                            |                                 |
|----------------------------|---------------------------------|
| <i>Casters</i>             | Shaman (24)                     |
| <i>Mana Cost</i>           | 100                             |
| <i>Casting Skill</i>       | Conjuration                     |
| <i>Casting Time (secs)</i> | 3.1                             |
| <i>Duration (secs)</i>     | 42                              |
| <i>Range</i>               | 200 feet                        |
| <i>Target</i>              | Anyone                          |
| <i>Resistance Invoked</i>  | Poison                          |
| <i>Effects</i>             | Poison                          |
|                            | 3                               |
|                            | Immediate Dam. 30 HP            |
|                            | Subsequent Dam. 27 HP/6 seconds |
|                            | Knockback 1/2 foot              |
| <i>Target's Reaction</i>   | Target has been poisoned.       |

**Evacuate**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Wizard (57)                     |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Evacuate: Fay**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (34)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Evacuate: Nek**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (44)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Evacuate: North**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (29)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Evacuate: Ro**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (39)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Evacuate: West**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (49)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |



# Spells: Enstill-Eye



## Everfount

|                            |                                            |
|----------------------------|--------------------------------------------|
| <i>Casters</i>             | Magician (24)                              |
| <i>Mana Cost</i>           | 25                                         |
| <i>Casting Skill</i>       | Conjuration                                |
| <i>Casting Time (secs)</i> | 4                                          |
| <i>Duration</i>            | Instantaneous                              |
| <i>Range</i>               | 0 feet                                     |
| <i>Target</i>              | Yourself                                   |
| <i>Resistance Invoked</i>  | None                                       |
| <i>Effect</i>              |                                            |
| <i>Create Item</i>         | 1 globe of water + 1 more globe / 6 levels |



## Exile Summoned

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Druid (55), Magician (56) |
| <i>Casting Skill</i>     | Evocation                 |
| <i>Target's Reaction</i> | Target staggers.          |



## Exile Undead

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Cleric (55), Necromancer (57) |
| <i>Casting Skill</i>     | Evocation                     |
| <i>Target's Reaction</i> | Target staggers.              |



## Expel Summoned

|                      |                                        |
|----------------------|----------------------------------------|
| <i>Casters</i>       | Cleric (49), Druid (34), Magician (39) |
| <i>Casting Skill</i> | Evocation                              |



## Expel Undead

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Cleric (34), Necromancer (39), Paladin (54), Shadow Knight (55) |
| <i>Casting Skill</i>     | Evocation                                                       |
| <i>Target's Reaction</i> | Target staggers.                                                |



## Expulse Summoned

|                            |                                        |
|----------------------------|----------------------------------------|
| <i>Casters</i>             | Cleric (29), Druid (14), Magician (20) |
| <i>Mana Cost</i>           | 60                                     |
| <i>Casting Skill</i>       | Evocation                              |
| <i>Casting Time (secs)</i> | 2.75                                   |
| <i>Duration</i>            | Instantaneous                          |
| <i>Range</i>               | 200 feet                               |
| <i>Target</i>              | Summoned creature                      |
| <i>Resistance Invoked</i>  | Magic                                  |
| <i>Effect</i>              |                                        |
| <i>Damage</i>              | 74 HP + 1/level (max 94)               |



## Expulse Undead

|                            |                                                                 |
|----------------------------|-----------------------------------------------------------------|
| <i>Casters</i>             | Cleric (14), Necromancer (20), Paladin (30), Shadow Knight (39) |
| <i>Mana Cost</i>           | 60                                                              |
| <i>Casting Skill</i>       | Evocation                                                       |
| <i>Casting Time (secs)</i> | 2.75                                                            |
| <i>Duration</i>            | Instantaneous                                                   |
| <i>Range</i>               | 200 feet                                                        |
| <i>Target</i>              | Undead                                                          |
| <i>Resistance Invoked</i>  | Magic                                                           |
| <i>Effect</i>              |                                                                 |
| <i>Damage</i>              | 74 HP + 1/level (max 94)                                        |



## Extinguish Fatigue

|                               |                                                                   |
|-------------------------------|-------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (19), Druid (29), Enchanter (44), Ranger (52), Shaman (39) |
| <i>Mana Cost</i>              | 35                                                                |
| <i>Casting Skill</i>          | Alteration                                                        |
| <i>Casting Time (secs)</i>    | 3.5                                                               |
| <i>Recasting Delay (secs)</i> | 5.75                                                              |
| <i>Duration</i>               | Instantaneous                                                     |
| <i>Range</i>                  | 100 feet                                                          |
| <i>Target</i>                 | Anyone                                                            |
| <i>Resistance Invoked</i>     | None                                                              |
| <i>Effect</i>                 |                                                                   |
| <i>Restores Fatigue</i>       | 90 points                                                         |
| <i>Target's Reaction</i>      | Target looks energized. (Your body zings with energy.)            |



## Eye of Confusion

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Enchanter (8)          |
| <i>Mana Cost</i>              | 25                     |
| <i>Casting Skill</i>          | Alteration             |
| <i>Casting Time (secs)</i>    | 3                      |
| <i>Recasting Delay (secs)</i> | 7.25                   |
| <i>Duration (secs)</i>        | 18                     |
| <i>Range</i>                  | 200 feet               |
| <i>Target</i>                 | Anyone                 |
| <i>Resistance Invoked</i>     | Magic                  |
| <i>Effect</i>                 |                        |
| <i>Blindness</i>              |                        |
| <i>Target's Reaction</i>      | Target looks confused. |

**Eye of Tallon**

Casters Magician (57), Wizard (57)  
Casting Skill Conjunction

**Eye of Zomm**

Casters Magician (8), Wizard (8)  
Mana Cost 30

Casting Skill Conjunction  
Casting Time (secs) 6  
Recasting Delay (secs) 12.25  
Duration (secs) 30  
Range 5 feet  
Target Yourself  
Resistance Invoked None  
Effect

*You see from NPC point of view.*

**Eyes of the Cat**

Casters Ranger (30)  
Casting Skill Divination

Target's Reaction Target's eyes glow green.  
(Your vision shifts.)

**Fade**

Casters Wizard (4)  
Mana Cost 10

Casting Skill Alteration  
Casting Time (secs) 1  
Recasting Delay (secs) 7.25  
Duration Instantaneous  
Range 350 feet  
Target Yourself  
Resistance Invoked None  
Effect  
Random Teleport  
Target's Reaction Target fades. (You fade out.)

**Fascination**

Casters Enchanter (52)  
Casting Skill Conjunction

Target's Reaction Target has been fascinated.  
(You are fascinated by the pretty colors.)

**Fay Gate**

Casters Wizard (20)  
Mana Cost 150

Casting Skill Alteration  
Casting Time (secs) 7  
Recasting Delay (secs) 12.25  
Duration Instantaneous

Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect

Teleports you to Greater Faydark  
Target's Reaction Target fades away.

**Fay Portal**

Casters Wizard (29)  
Casting Skill Alteration

Target's Reaction Target creates a shimmering portal.

**Fear**

Casters Cleric (9), Enchanter (4),  
Necromancer (4), Shadow  
Knight (15)

Mana Cost 40  
Casting Skill Alteration  
Casting Time (secs) 3.5  
Recasting Delay (secs) 9.25  
Duration (secs) 18  
Range 200 feet  
Target Anyone  
Resistance Invoked Magic  
Effect  
Fear Low-level  
Target's Reaction Target looks very afraid.  
(Your mind fills with fear.)

**Feckless Might**

Casters Enchanter (20)  
Mana Cost 45

Casting Skill Alteration  
Casting Time (secs) 2.5  
Duration (secs) 6 / level  
Range 200 feet  
Target Anyone  
Resistance Invoked Magic  
Effect  
STR loss 16 + 1 / 2 levels (max 30)  
Target's Reaction Target is weakened. (You feel weak.)

**Feedback**

Casters Enchanter (29)  
Casting Skill Abjuration

Target's Reaction Target is enveloped in  
blazing energy.

# Spells: Eye-Fire



## Feet like Cat

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Ranger (15), Shaman (5)  |
| <i>Mana Cost</i>           | 40                       |
| <i>Casting Skill</i>       | Alteration               |
| <i>Casting Time (secs)</i> | 5                        |
| <i>Duration (minutes)</i>  | 3 + 3 x level (max 36)   |
| <i>Range</i>               | 100 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | None                     |
| <i>Effect</i>              |                          |
| <i>AGI boost</i>           | 9 + 1/level (max 18)     |
| <i>Target's Reaction</i>   | Target looks more agile. |



## Feign Death

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Necromancer (16), Shadow Knight (30) |
| <i>Mana Cost</i>              | 60                                   |
| <i>Casting Skill</i>          | Abjuration                           |
| <i>Casting Time (secs)</i>    | 1.5                                  |
| <i>Recasting Delay (secs)</i> | 17.25                                |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 0 feet                               |
| <i>Target</i>                 | Yourself                             |
| <i>Resistance Invoked</i>     | None                                 |
| <i>Effect</i>                 |                                      |
| <i>Feign Death</i>            | Target dies.                         |



## Feral Spirit

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Druid (19)                          |
| <i>Mana Cost</i>              | 50                                  |
| <i>Casting Skill</i>          | Alteration                          |
| <i>Casting Time (secs)</i>    | 6                                   |
| <i>Recasting Delay (secs)</i> | 14.25                               |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                    |
| <i>Range</i>                  | 100 feet                            |
| <i>Target</i>                 | Your pet                            |
| <i>Resistance Invoked</i>     | None                                |
| <i>Effects</i>                |                                     |
| <i>Attack Speed boost</i>     | 12% + 1% / 4 levels (max 20% boost) |
| <i>STR boost</i>              | 12 + 1 / 4 levels (max 20)          |
| <i>AC boost</i>               | 15 + 1 / 2 levels                   |
| <i>Target's Reaction</i>      | Target foams at the mouth.          |



## Fetter

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Enchanter (58), Wizard (58)     |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target's feet adhere to ground. |



## Fingers of Fire

|                               |                                                               |
|-------------------------------|---------------------------------------------------------------|
| <i>Casters</i>                | Wizard (8)                                                    |
| <i>Mana Cost</i>              | 47                                                            |
| <i>Casting Skill</i>          | Evocation                                                     |
| <i>Casting Time (secs)</i>    | 1.85                                                          |
| <i>Recasting Delay (secs)</i> | 8.5                                                           |
| <i>Duration</i>               | Instantaneous                                                 |
| <i>Range</i>                  | 0 feet                                                        |
| <i>Radius of Effect</i>       | 25 feet                                                       |
| <i>Target</i>                 | Area (but not your group)                                     |
| <i>Resistance Invoked</i>     | Fire                                                          |
| <i>Effect</i>                 |                                                               |
| <i>Damage</i>                 | 14 HP + 1/level (max 28)                                      |
| <i>Target's Reaction</i>      | Target is covered in flames. (Flames dance across your body.) |



## Fire

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Druid (49)                    |
| <i>Casting Skill</i>     | Evocation                     |
| <i>Target's Reaction</i> | Target is immolated in flame. |



## Fire Bolt

|                            |                                                               |
|----------------------------|---------------------------------------------------------------|
| <i>Casters</i>             | Wizard (8)                                                    |
| <i>Mana Cost</i>           | 40                                                            |
| <i>Casting Skill</i>       | Evocation                                                     |
| <i>Casting Time (secs)</i> | 2.25                                                          |
| <i>Duration</i>            | Instantaneous                                                 |
| <i>Range</i>               | 300 feet                                                      |
| <i>Target</i>              | Anyone                                                        |
| <i>Resistance Invoked</i>  | Fire                                                          |
| <i>Effect</i>              |                                                               |
| <i>Damage</i>              | 37 HP + 1/level (max 51)                                      |
| <i>Target's Reaction</i>   | Target is bathed in fire. (A stream of fire washes over you.) |



## Fire Flux

|                               |                                                         |
|-------------------------------|---------------------------------------------------------|
| <i>Casters</i>                | Magician (4)                                            |
| <i>Mana Cost</i>              | 23                                                      |
| <i>Casting Skill</i>          | Evocation                                               |
| <i>Casting Time (secs)</i>    | 1.75                                                    |
| <i>Recasting Delay (secs)</i> | 8.5                                                     |
| <i>Duration</i>               | Instantaneous                                           |
| <i>Range</i>                  | 0 feet                                                  |
| <i>Radius of Effect</i>       | 20 feet                                                 |
| <i>Target</i>                 | Area (but not your group)                               |
| <i>Resistance Invoked</i>     | Fire                                                    |
| <i>Effect</i>                 |                                                         |
| <i>Damage (HP)</i>            | 8 + 1 / 2 levels (max 12)                               |
| <i>Target's Reaction</i>      | Target is covered in flames. (Flames race across body.) |

**Fire Spiral of Al'Kabor**

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Wizard (20)                         |
| <i>Mana Cost</i>              | 150                                 |
| <i>Casting Skill</i>          | Evocation                           |
| <i>Casting Time (secs)</i>    | 3.6                                 |
| <i>Recasting Delay (secs)</i> | 11.5                                |
| <i>Duration</i>               | Instantaneous                       |
| <i>Range</i>                  | 200 feet                            |
| <i>Radius of Effect</i>       | 35 feet                             |
| <i>Target</i>                 | Area                                |
| <i>Resistance Invoked</i>     | Fire                                |
| <i>Effect</i>                 |                                     |
| <i>Damage</i>                 | 51 HP + 1/level (max 76)            |
| <i>Target's Reaction</i>      | Target is blasted by blazing winds. |

**Firefist**

|                               |                                  |
|-------------------------------|----------------------------------|
| <i>Casters</i>                | Druid (9)                        |
| <i>Mana Cost</i>              | 30                               |
| <i>Casting Skill</i>          | Evocation                        |
| <i>Casting Time (secs)</i>    | 3.5                              |
| <i>Recasting Delay (secs)</i> | 9.25                             |
| <i>Duration (minutes)</i>     | 12                               |
| <i>Range</i>                  | 0 feet                           |
| <i>Target</i>                 | Yourself                         |
| <i>Resistance Invoked</i>     | None                             |
| <i>Effect</i>                 |                                  |
| <i>Attack Skill boost</i>     | 1 + 1 / 2 levels (max 10)        |
| <i>Target's Reaction</i>      | Target's fist bursts into flame. |

**Firestorm**

|                               |                                                       |
|-------------------------------|-------------------------------------------------------|
| <i>Casters</i>                | Wizard (12)                                           |
| <i>Mana Cost</i>              | 62                                                    |
| <i>Casting Skill</i>          | Evocation                                             |
| <i>Casting Time (secs)</i>    | 2.5                                                   |
| <i>Recasting Delay (secs)</i> | 14.5                                                  |
| <i>Duration</i>               | Instantaneous                                         |
| <i>Impact Duration (secs)</i> | 7.5                                                   |
| <i>Range</i>                  | 150 feet                                              |
| <i>Radius of Effect</i>       | 25 feet                                               |
| <i>Target</i>                 | Area                                                  |
| <i>Resistance Invoked</i>     | Fire                                                  |
| <i>Effect</i>                 |                                                       |
| <i>Damage</i>                 | 28 HP                                                 |
| <i>Target's Reaction</i>      | Target's skin blisters as fire rains down from above. |

**Firestrike**

|                          |                         |
|--------------------------|-------------------------|
| <i>Casters</i>           | Druid (39), Ranger (52) |
| <i>Casting Skill</i>     | Evocation               |
| <i>Target's Reaction</i> | Target's skin ignites.  |

**Fist of Karana**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Druid (58)                                             |
| <i>Casting Skill</i>     | Evocation                                              |
| <i>Target's Reaction</i> | Target has been struck by the shocking Fist of Karana. |

**Flame Arc**

|                          |                              |
|--------------------------|------------------------------|
| <i>Casters</i>           | Magician (39)                |
| <i>Casting Skill</i>     | Evocation                    |
| <i>Target's Reaction</i> | Target is covered in flames. |

**Flame Bolt**

|                            |                                                               |
|----------------------------|---------------------------------------------------------------|
| <i>Casters</i>             | Magician (8)                                                  |
| <i>Mana Cost</i>           | 40                                                            |
| <i>Casting Skill</i>       | Evocation                                                     |
| <i>Casting Time (secs)</i> | 2.5                                                           |
| <i>Duration</i>            | Instantaneous                                                 |
| <i>Range</i>               | 300 feet                                                      |
| <i>Target</i>              | Anyone                                                        |
| <i>Resistance Invoked</i>  | Fire                                                          |
| <i>Effect</i>              |                                                               |
| <i>Damage</i>              | 33 HP + 1/level (max 47)                                      |
| <i>Target's Reaction</i>   | Target is bathed in fire. (A stream of fire washes over you.) |

**Flame Flux**

|                               |                                                              |
|-------------------------------|--------------------------------------------------------------|
| <i>Casters</i>                | Magician (24)                                                |
| <i>Mana Cost</i>              | 123                                                          |
| <i>Casting Skill</i>          | Evocation                                                    |
| <i>Casting Time (secs)</i>    | 3.5                                                          |
| <i>Recasting Delay (secs)</i> | 8.5                                                          |
| <i>Duration</i>               | Instantaneous                                                |
| <i>Range</i>                  | 0 feet                                                       |
| <i>Radius of Effect</i>       | 20 feet                                                      |
| <i>Target</i>                 | Area (but not your group)                                    |
| <i>Resistance Invoked</i>     | Fire                                                         |
| <i>Effect</i>                 |                                                              |
| <i>Damage</i>                 | 67 HP + 1/level (max 96)                                     |
| <i>Target's Reaction</i>      | Target is covered in flames. (Flames race across your body.) |

# Spells: Fire-Force



## Flame Lick

|                            |                                            |
|----------------------------|--------------------------------------------|
| <i>Casters</i>             | Druid (1), Ranger (9)                      |
| <i>Mana Cost</i>           | 10                                         |
| <i>Casting Skill</i>       | Evocation                                  |
| <i>Component</i>           | Fire Beetle Eye (not consumed)             |
| <i>Casting Time (secs)</i> | 1.5                                        |
| <i>Duration (secs)</i>     | 48                                         |
| <i>Range</i>               | 200 feet                                   |
| <i>Target</i>              | Anyone                                     |
| <i>Resistance Invoked</i>  | Fire                                       |
| <i>Effects</i>             |                                            |
| <i>AC loss</i>             | 12                                         |
| <i>Damage (HP/6 secs)</i>  | 1 + 1 / 2 levels (max 3)                   |
| <i>Target's Reaction</i>   | Target is surrounded by flickering flames. |



## Flame Shock

|                            |                                                |
|----------------------------|------------------------------------------------|
| <i>Casters</i>             | Wizard (16)                                    |
| <i>Mana Cost</i>           | 75                                             |
| <i>Casting Skill</i>       | Evocation                                      |
| <i>Casting Time (secs)</i> | 2.5                                            |
| <i>Duration</i>            | Instantaneous                                  |
| <i>Range</i>               | 200 feet                                       |
| <i>Target</i>              | Anyone                                         |
| <i>Resistance Invoked</i>  | Fire                                           |
| <i>Effect</i>              |                                                |
| <i>Damage</i>              | 70 HP + 2/level (max 110)                      |
| <i>Target's Reaction</i>   | Target combusts. (You feel your skin combust.) |



## Flaming Sword of Xuzl

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Wizard (59) |
| <i>Casting Skill</i> | Conjuration |



## Flare

|                               |               |
|-------------------------------|---------------|
| <i>Casters</i>                | Magician (1)  |
| <i>Mana Cost</i>              | 3             |
| <i>Casting Skill</i>          | Evocation     |
| <i>Casting Time (secs)</i>    | 2.5           |
| <i>Recasting Delay (secs)</i> | 20.25         |
| <i>Duration</i>               | Instantaneous |
| <i>Range</i>                  | 400 feet      |
| <i>Target</i>                 | Anyone        |
| <i>Resistance Invoked</i>     | None          |
| <i>Effect</i>                 |               |
| <i>Restores Fatigue</i>       | 1 point       |



## Flash of Light

|                      |                                     |
|----------------------|-------------------------------------|
| <i>Casters</i>       | Cleric (1), Paladin (9), Shaman (1) |
| <i>Mana Cost</i>     | 12                                  |
| <i>Casting Skill</i> | Divination                          |

|                               |                                   |
|-------------------------------|-----------------------------------|
| <i>Casting Time (secs)</i>    | 1.5                               |
| <i>Recasting Delay (secs)</i> | 5.25                              |
| <i>Duration (secs)</i>        | 12                                |
| <i>Range</i>                  | 200 feet                          |
| <i>Target</i>                 | Anyone                            |
| <i>Resistance Invoked</i>     | Magic                             |
| <i>Effects</i>                |                                   |
| <i>Blindness</i>              |                                   |
| <i>Attack Skill loss</i>      | 5                                 |
| <i>Target's Reaction</i>      | Target blinded by flash of light. |



## Fleeting Fury

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Shaman (5)                |
| <i>Mana Cost</i>              | 10                        |
| <i>Casting Skill</i>          | Abjuration                |
| <i>Casting Time (secs)</i>    | 0.5                       |
| <i>Recasting Delay (secs)</i> | 6.25                      |
| <i>Duration (secs)</i>        | 18                        |
| <i>Range</i>                  | 100 feet                  |
| <i>Target</i>                 | Anyone                    |
| <i>Resistance Invoked</i>     | None                      |
| <i>Effects</i>                |                           |
| <i>Restores Fatigue</i>       | 1 point                   |
| <i>STR boost</i>              | 15                        |
| <i>AC boost</i>               | 20                        |
| <i>DEX boost</i>              | 20                        |
| <i>Target's Reaction</i>      | Target simmers with fury. |



## Force

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Cleric (34), Paladin (52) |
| <i>Casting Skill</i>     | Evocation                 |
| <i>Target's Reaction</i> | Target is stunned.        |



## Force Shock

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Wizard (20)              |
| <i>Mana Cost</i>              | 120                      |
| <i>Casting Skill</i>          | Evocation                |
| <i>Casting Time (secs)</i>    | 2.8                      |
| <i>Recasting Delay (secs)</i> | 14.5                     |
| <i>Duration</i>               | Instantaneous            |
| <i>Range</i>                  | 200 feet                 |
| <i>Target</i>                 | Anyone                   |
| <i>Resistance Invoked</i>     | Magic                    |
| <i>Effects</i>                |                          |
| <i>Damage (HP)</i>            | 131 + 2/level (max 179)  |
| <i>Stun</i>                   | Can disrupt spellcasting |
| <i>Knockback</i>              | 1 foot                   |



## Force Spiral of Al'Kabor

|                          |                                          |
|--------------------------|------------------------------------------|
| <i>Casters</i>           | Wizard (39)                              |
| <i>Casting Skill</i>     | Evocation                                |
| <i>Target's Reaction</i> | Target is blasted by energy laden winds. |

**Force Strike**

Casters Wizard (44)

Casting Skill Evocation

**Forlorn Deeds**

Casters Enchanter (57)

Casting Skill Alteration

Target's Reaction Target slows down.

**Form of the Great Wolf**

Casters Druid (44)

Casting Skill Alteration

Target's Reaction Target turns into a wolf.

**Form of the Howler**

Casters Druid (54)

Casting Skill Alteration

Target's Reaction Target turns into a wolf.

**Form of the Hunter**

Casters Druid (60)

Casting Skill Alteration

Target's Reaction Target turns into a wolf.

**Fortitude**

Casters Cleric (55)

Casting Skill Abjuration

Target's Reaction Target's body pulses with mystic fortitude. (An aura of fortitude fills you.)

**Frenzied Spirit**

Casters Shaman (49)

Casting Skill Conjuration

Target's Reaction Target summons a frenzied spirit.

**Frenzied Strength**

Casters Cleric (34), Paladin (52)

Casting Skill Alteration

Target's Reaction Target's muscles bulge with frenzied strength. (Your muscles erupt with frenzied strength.)

**Frenzy**

Casters Shaman (19)

Mana Cost 25

Casting Skill Abjuration

Casting Time (secs) 2

Casting Delay (secs) 30

Duration (minutes) 1 + 18 secs/level

Range 0 feet

Target Yourself

Resistance Invoked None

**Effects**

Mana loss 10 + 1 / 2 levels

STR boost 15 + 1 / 4 levels

AC boost 15 + 1 / 2 levels (max 35)

Healing 2 HP + 1 / 6 levels

**Target's Reaction**

Target goes berserk.

**Frost**

Casters Druid (57)

Casting Skill Evocation

Target's Reaction Target is iced by an intense cone of frost. (Your blood freezes as you are iced by an intense cone of frost.)

**Frost Bolt**

Casters Wizard (1)

Mana Cost 10

Casting Skill Evocation

Casting Time (secs) 1.8

Duration Instantaneous

Range 300 feet

Target Anyone

Resistance Invoked Cold

**Effects**

Damage 4 HP + 1 / 2 levels (max 7)

Knockback 1/3 foot

Target's Reaction Target is chilled by a bolt of frost.

**Frost Rift**

Casters Shaman (5)

Mana Cost 15

Casting Skill Evocation

Casting Time (secs) 1.75

Duration Instantaneous

Range 200 feet

Target Anyone

Resistance Invoked Cold

**Effect**

Damage (HP) 10 + 1 / 2 levels (max 15)

Target's Reaction Target is struck by the frost rift. (You feel your skin numb as the frost rift strikes you.)

# Spells: Force-Gate



## **Frost Shock**

|                            |                             |
|----------------------------|-----------------------------|
| <i>Casters</i>             | Wizard (24)                 |
| <i>Mana Cost</i>           | 110                         |
| <i>Casting Skill</i>       | Evocation                   |
| <i>Casting Time (secs)</i> | 3.15                        |
| <i>Duration</i>            | Instantaneous               |
| <i>Range</i>               | 200 feet                    |
| <i>Target</i>              | Anyone                      |
| <i>Resistance Invoked</i>  | Cold                        |
| <i>Effect</i>              |                             |
| <i>Damage</i>              | 97 HP + 3/level (max 187)   |
| <i>Target's Reaction</i>   | Target's skin freezes over. |



## **Frost Spiral of Al'Kabor**

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Wizard (12)                          |
| <i>Mana Cost</i>              | 100                                  |
| <i>Casting Skill</i>          | Evocation                            |
| <i>Casting Time (secs)</i>    | 3.15                                 |
| <i>Recasting Delay (secs)</i> | 11.5                                 |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 200 feet                             |
| <i>Radius of Effect</i>       | 35 feet                              |
| <i>Target</i>                 | Area                                 |
| <i>Resistance Invoked</i>     | Cold                                 |
| <i>Effect</i>                 |                                      |
| <i>Damage (HP)</i>            | 36 + 1 / 2 levels (max 44)           |
| <i>Target's Reaction</i>      | Target is blasted by freezing winds. |



## **Frost Storm**

|                          |                                                       |
|--------------------------|-------------------------------------------------------|
| <i>Casters</i>           | Wizard (44)                                           |
| <i>Casting Skill</i>     | Evocation                                             |
| <i>Target's Reaction</i> | Target's skin freezes as frost rains down from above. |



## **Frost Strike**

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Shaman (24)                                            |
| <i>Mana Cost</i>           | 100                                                    |
| <i>Casting Skill</i>       | Evocation                                              |
| <i>Casting Time (secs)</i> | 3.1                                                    |
| <i>Duration</i>            | Instantaneous                                          |
| <i>Range</i>               | 200 feet                                               |
| <i>Target</i>              | Anyone                                                 |
| <i>Resistance Invoked</i>  | Cold                                                   |
| <i>Effect</i>              |                                                        |
| <i>Damage</i>              | 89 HP + 2/level (max 149)                              |
| <i>Target's Reaction</i>   | Target staggers as spirits of frost slam against them. |



## **Furious Strength**

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Shaman (39)            |
| <i>Casting Skill</i>     | Alteration             |
| <i>Target's Reaction</i> | Target looks stronger. |



## **Furor**

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Cleric (5)                                   |
| <i>Mana Cost</i>           | 20                                           |
| <i>Casting Skill</i>       | Evocation                                    |
| <i>Casting Time (secs)</i> | 1.75                                         |
| <i>Duration</i>            | Instantaneous                                |
| <i>Range</i>               | 200 feet                                     |
| <i>Target</i>              | Anyone                                       |
| <i>Resistance Invoked</i>  | Magic                                        |
| <i>Effects</i>             |                                              |
| <i>Damage (HP)</i>         | 14 + 1 / 2 levels (max 19)                   |
| <i>Knockback</i>           | 1/2 foot                                     |
| <i>Target's Reaction</i>   | Target is struck by a sudden burst of force. |



## **Fury**

|                          |                      |
|--------------------------|----------------------|
| <i>Casters</i>           | Shaman (34)          |
| <i>Casting Skill</i>     | Abjuration           |
| <i>Target's Reaction</i> | Target goes berserk. |



## **Gale of Poison**

|                          |                                                                           |
|--------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (39)                                                               |
| <i>Casting Skill</i>     | Evocation                                                                 |
| <i>Target's Reaction</i> | Target's skin blisters. (Your skin blisters as poison rains down on you.) |



## **Gasping Embrace**

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Enchanter (49)                                            |
| <i>Casting Skill</i>     | Alteration                                                |
| <i>Target's Reaction</i> | Target begins to choke. (You feel a shortness of breath.) |



## **Gate**

|                               |                                                                                             |
|-------------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (5), Druid (5), Enchanter (4), Magician (4), Necromancer (4), Shaman (5), Wizard (4) |
| <i>Mana Cost</i>              | 70                                                                                          |
| <i>Casting Skill</i>          | Alteration                                                                                  |
| <i>Casting Time (secs)</i>    | 5                                                                                           |
| <i>Recasting Delay (secs)</i> | 10.25                                                                                       |
| <i>Duration</i>               | Instantaneous                                                                               |
| <i>Range</i>                  | 0 feet                                                                                      |
| <i>Target</i>                 | Yourself                                                                                    |
| <i>Resistance Invoked</i>     | None                                                                                        |
| <i>Effect</i>                 |                                                                                             |
| <i>Teleport to</i>            | Wherever you're bound (see <i>Bind Affinity</i> ).                                          |
| <i>Target's Reaction</i>      | Target fades away.                                                                          |

**Gather Shadows**

|                            |                                                                               |
|----------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>             | Necromancer (8), Shadow Knight (30)                                           |
| <i>Mana Cost</i>           | 35                                                                            |
| <i>Casting Skill</i>       | Divination                                                                    |
| <i>Casting Time (secs)</i> | 5                                                                             |
| <i>Duration (minutes)</i>  | 20                                                                            |
| <i>Range</i>               | 0 feet                                                                        |
| <i>Target</i>              | Yourself                                                                      |
| <i>Resistance Invoked</i>  | None                                                                          |
| <i>Effect</i>              | Invisibility                                                                  |
| <i>Target's Reaction</i>   | Target steps into the shadows and disappears. (You gather shadows about you.) |

**Gaze**

|                               |                                                                     |
|-------------------------------|---------------------------------------------------------------------|
| <i>Casters</i>                | Wizard (12)                                                         |
| <i>Mana Cost</i>              | 15                                                                  |
| <i>Casting Skill</i>          | Divination                                                          |
| <i>Casting Time (secs)</i>    | 2.5                                                                 |
| <i>Recasting Delay (secs)</i> | 5.25                                                                |
| <i>Duration (minutes)</i>     | Same as level                                                       |
| <i>Range</i>                  | 0 feet                                                              |
| <i>Target</i>                 | Yourself                                                            |
| <i>Resistance Invoked</i>     | None                                                                |
| <i>Effect</i>                 | Telescope                                                           |
| <i>Target's Reaction</i>      | See twice as far<br>Target's eyes gleam. (Your eyes feel stronger.) |

**Gift of Pure Thought**

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (59)                                                       |
| <i>Casting Skill</i>     | Alteration                                                           |
| <i>Target's Reaction</i> | Target looks very tranquil. (A soft breeze slips through your mind.) |

**Gift of Xev**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (51) |
| <i>Casting Skill</i> | Conjuration   |

**Girdle of Karana**

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Druid (55)                                                           |
| <i>Casting Skill</i>     | Alteration                                                           |
| <i>Target's Reaction</i> | Target looks stronger. (You feel the strength of Karana infuse you.) |

**Glamour**

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Shaman (39)               |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target looks charismatic. |

**Glamour of Kintaz**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Enchanter (54)                                       |
| <i>Casting Skill</i>     | Conjuration                                          |
| <i>Target's Reaction</i> | Target has been mesmerized by the Glamour of Kintaz. |

**Glamour of Tunare**

|                          |                                             |
|--------------------------|---------------------------------------------|
| <i>Casters</i>           | Druid (53)                                  |
| <i>Casting Skill</i>     | Abjuration                                  |
| <i>Target's Reaction</i> | Target is surrounded by a Tunarian glamour. |

**Glimpse**

|                               |                                                                            |
|-------------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>                | Ranger (9), Wizard (4)                                                     |
| <i>Mana Cost</i>              | 5                                                                          |
| <i>Casting Skill</i>          | Divination                                                                 |
| <i>Casting Time (secs)</i>    | 1.5                                                                        |
| <i>Recasting Delay (secs)</i> | 14.25                                                                      |
| <i>Duration (secs)</i>        | 12                                                                         |
| <i>Range</i>                  | 0 feet                                                                     |
| <i>Target</i>                 | Yourself                                                                   |
| <i>Resistance Invoked</i>     | None                                                                       |
| <i>Effect</i>                 | Telescope                                                                  |
| <i>Target's Reaction</i>      | See almost twice as far<br>Target's eyes gleam. (Your eyes feel stronger.) |

**Grasping Roots**

|                            |                                |
|----------------------------|--------------------------------|
| <i>Casters</i>             | Druid (5), Ranger (15)         |
| <i>Mana Cost</i>           | 35                             |
| <i>Casting Skill</i>       | Alteration                     |
| <i>Casting Time (secs)</i> | 2                              |
| <i>Duration (secs)</i>     | 48                             |
| <i>Range</i>               | 200 feet                       |
| <i>Target</i>              | Anyone                         |
| <i>Resistance Invoked</i>  | Magic                          |
| <i>Effects</i>             | Immobilizes                    |
| <i>One-Time Damage</i>     | 10 HP                          |
| <i>Target's Reaction</i>   | Target's feet become entwined. |

**Gravity Flux**

|                          |                                                                                 |
|--------------------------|---------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (39), Wizard (44)                                                     |
| <i>Casting Skill</i>     | Alteration                                                                      |
| <i>Target's Reaction</i> | Target rises chaotically into the air. (You experience chaotic weightlessness.) |

**Greater Conjunction: Air**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (49) |
| <i>Casting Skill</i> | Conjuration   |



# Spells: Gather-Guardian



## **Greater Conjunction: Earth**

*Casters* Magician (49)  
*Casting Skill* Conjunction



## **Greater Conjunction: Fire**

*Casters* Magician (49)  
*Casting Skill* Conjunction



## **Greater Conjunction: Water**

*Casters* Magician (49)  
*Casting Skill* Conjunction



## **Greater Healing**

*Casters* Cleric (24), Druid (29),  
Paladin (39), Ranger (57),  
Shaman (29)  
*Mana Cost* 150  
*Casting Skill* Alteration  
*Casting Time (secs)* 3.75  
*Duration* Instantaneous  
*Range* 100 feet  
*Target* Anyone  
*Resistance Invoked* None  
*Effect*  
*Healing (HP)* 240 + 2/level (max 300)



## **Greater Shielding**

*Casters* Enchanter (34), Magician  
(34), Necromancer (34),  
Wizard (34)  
*Casting Skill* Abjuration  
*Target's Reaction* (You feel armored.)



## **Greater Summoning: Air**

*Casters* Magician (29)  
*Casting Skill* Conjunction



## **Greater Summoning: Earth**

*Casters* Magician (29)  
*Casting Skill* Conjunction



## **Greater Summoning: Fire**

*Casters* Magician (29)  
*Casting Skill* Conjunction



## **Greater Summoning: Water**

*Casters* Magician (29)  
*Casting Skill* Conjunction



## **Greater Vocation: Air**

*Casters* Magician (59)  
*Casting Skill* Conjunction



## **Greater Vocation: Earth**

*Casters* Magician (57)  
*Casting Skill* Conjunction



## **Greater Vocation: Fire**

*Casters* Magician (58)  
*Casting Skill* Conjunction



## **Greater Vocation: Water**

*Casters* Magician (60)  
*Casting Skill* Conjunction



## **Greater Wolf Form**

*Casters* Druid (34), Ranger (56)  
*Casting Skill* Alteration  
*Target's Reaction* Target turns into a wolf.



## **Grim Aura**

*Casters* Necromancer (4)  
*Mana Cost* 25  
*Casting Skill* Alteration  
*Casting Time (secs)* 3  
*Duration (minutes)* 3 x level (max 27)  
*Range* 0 feet  
*Target* Yourself  
*Resistance Invoked* None  
*Effect*  
*Attack Skill boost* 5  
*Target's Reaction* Target's hand is covered with  
a dull aura. (A dull aura  
covers your hand.)



## **Group Resist Magic**

*Casters* Enchanter (49)  
*Casting Skill* Abjuration  
*Target's Reaction* Target is resistant to magic.  
(You feel protected from  
magic.)



## **Guard**

*Casters* Cleric (29), Paladin (49)  
*Casting Skill* Abjuration



## **Guardian**

*Casters* Shaman (44)  
*Casting Skill* Abjuration  
*Target's Reaction* Target is surrounded by a  
spirit aura. (The protective  
presence of a guardian spirit  
surrounds you.)



## **Guardian Spirit**

*Casters* Shaman (44)  
*Casting Skill* Conjunction  
*Target's Reaction* Target summons a guardian  
spirit.

**Halo of Light**

|                               |                                                                                      |
|-------------------------------|--------------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (14), Druid (14),<br>Paladin (22), Wizard (12)                                |
| <i>Mana Cost</i>              | 40                                                                                   |
| <i>Casting Skill</i>          | Conjuration                                                                          |
| <i>Casting Time (secs)</i>    | 5                                                                                    |
| <i>Recasting Delay (secs)</i> | 12.25                                                                                |
| <i>Duration</i>               | Instantaneous                                                                        |
| <i>Range</i>                  | 0 feet                                                                               |
| <i>Target</i>                 | Yourself                                                                             |
| <i>Resistance Invoked</i>     | None                                                                                 |
| <i>Effect</i>                 |                                                                                      |
| <i>Create Item</i>            | Halo of Light                                                                        |
| <i>Target's Reaction</i>      | Target's hands are bathed in<br>light. (A Halo of Light<br>solidifies in your hand.) |

**Hammer of Requitall**

|                          |                                             |
|--------------------------|---------------------------------------------|
| <i>Casters</i>           | Cleric (44), Paladin (54)                   |
| <i>Casting Skill</i>     | Conjuration                                 |
| <i>Target's Reaction</i> | (A magical hammer appears<br>in your hand.) |

**Hammer of Striking**

|                               |                                             |
|-------------------------------|---------------------------------------------|
| <i>Casters</i>                | Cleric (24), Paladin (30)                   |
| <i>Mana Cost</i>              | 100                                         |
| <i>Casting Skill</i>          | Conjuration                                 |
| <i>Casting Time (secs)</i>    | 6                                           |
| <i>Recasting Delay (secs)</i> | 14.25                                       |
| <i>Duration</i>               | Instantaneous                               |
| <i>Range</i>                  | 0 feet                                      |
| <i>Target</i>                 | Yourself                                    |
| <i>Resistance Invoked</i>     | None                                        |
| <i>Effect: Create Item</i>    | 1 Hammer of Striking<br>+ 1 more / level    |
| <i>Target's Reaction</i>      | (A magical hammer appears<br>in your hand.) |

**Hammer of Wrath**

|                               |                                       |
|-------------------------------|---------------------------------------|
| <i>Casters</i>                | Cleric (9), Paladin (15)              |
| <i>Mana Cost</i>              | 50                                    |
| <i>Casting Skill</i>          | Conjuration                           |
| <i>Casting Time (secs)</i>    | 4                                     |
| <i>Recasting Delay (secs)</i> | 14.25                                 |
| <i>Duration</i>               | Instantaneous                         |
| <i>Range</i>                  | 0 feet                                |
| <i>Target</i>                 | Yourself                              |
| <i>Resistance Invoked</i>     | None                                  |
| <i>Effect: Create Item</i>    | 1 Hammer of Wrath<br>+ 1 more / level |

**Target's Reaction**(A magical hammer appears  
in your hand.)**Harm Touch**

|                              |                                         |
|------------------------------|-----------------------------------------|
| <i>Casters</i>               | Shadow Knight (1)                       |
| <i>Mana Cost</i>             | 0                                       |
| <i>Casting Skill</i>         | None                                    |
| <i>Casting Time (secs)</i>   | 0                                       |
| <i>Recasting Delay (min)</i> | 72                                      |
| <i>Duration</i>              | Instantaneous                           |
| <i>Range</i>                 | 50 feet                                 |
| <i>Target</i>                | Anyone                                  |
| <i>Resistance Invoked</i>    | Magic                                   |
| <i>Effects</i>               |                                         |
| <i>Damage</i>                | 1 HP + 10/level                         |
| <i>Knockback</i>             | 1/3 foot                                |
| <i>Target's Reaction</i>     | Target writhes in the grip of<br>agony. |

**Harmony**

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Druid (5), Ranger (22) |
| <i>Mana Cost</i>              | 25                     |
| <i>Casting Skill</i>          | Abjuration             |
| <i>Outdoors only</i>          |                        |
| <i>Casting Time (secs)</i>    | 3                      |
| <i>Recasting Delay (secs)</i> | 14.25                  |
| <i>Duration (minutes)</i>     | 2                      |
| <i>Range</i>                  | 200 feet               |
| <i>Radius of Effect</i>       | 40 feet                |
| <i>Target</i>                 | Area                   |
| <i>Resistance Invoked</i>     | None                   |
| <i>Effects</i>                |                        |
| <i>Target React Range</i>     | 15 feet                |
| <i>Target's Help Radius</i>   | 15 feet                |

**Harmshield**

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Necromancer (20)           |
| <i>Mana Cost</i>              | 85                         |
| <i>Casting Skill</i>          | Abjuration                 |
| <i>Casting Time (secs)</i>    | 1                          |
| <i>Recasting Delay (secs)</i> | 602.5                      |
| <i>Duration</i>               | 18 secs                    |
| <i>Range</i>                  | 0 feet                     |
| <i>Target</i>                 | Yourself                   |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effects</i>                |                            |
| <i>One-Time Damage</i>        | 20 HP                      |
| <i>Invulnerability</i>        |                            |
| <i>Target's Reaction</i>      | (You no longer feel pain.) |

# Spells: Halo-Heat



## Harvest

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (34)                                                                            |
| <i>Casting Skill</i>     | Alteration                                                                             |
| <i>Target's Reaction</i> | Target gathers glowing blue strands of mana. (You gather mana from your surroundings.) |



## Haunting Corpse

|                            |                               |
|----------------------------|-------------------------------|
| <i>Casters</i>             | Necromancer (24)              |
| <i>Mana Cost</i>           | 240                           |
| <i>Casting Skill</i>       | Conjuration                   |
| <i>Components</i>          | 2 Bone Chips                  |
| <i>Casting Time (secs)</i> | 11                            |
| <i>Duration</i>            | Instantaneous                 |
| <i>Range</i>               | 0 feet                        |
| <i>Target</i>              | Yourself                      |
| <i>Resistance Invoked</i>  | None                          |
| <i>Effect</i>              |                               |
| <i>Create Undead</i>       | Skeleton (Circle 7)           |
| <i>Target's Reaction</i>   | Skeleton rises from the dead. |



## Haze

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Enchanter (4)              |
| <i>Mana Cost</i>              | 25                         |
| <i>Casting Skill</i>          | Abjuration                 |
| <i>Casting Time (secs)</i>    | 2                          |
| <i>Recasting Delay (secs)</i> | 6.25                       |
| <i>Duration (minutes)</i>     | 3 x level (max 27)         |
| <i>Range</i>                  | 100 feet                   |
| <i>Target</i>                 | Anyone                     |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effect</i>                 |                            |
| <i>AC boost</i>               | 11 + 1 / 2 levels (max 15) |
| <i>Target's Reaction</i>      | Target's image blurs.      |



## Healing

|                            |                                                                       |
|----------------------------|-----------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (14), Druid (19),<br>Paladin (30), Ranger (39),<br>Shaman (19) |
| <i>Mana Cost</i>           | 60                                                                    |
| <i>Casting Skill</i>       | Alteration                                                            |
| <i>Casting Time (secs)</i> | 3                                                                     |
| <i>Duration</i>            | Instantaneous                                                         |
| <i>Range</i>               | 100 feet                                                              |
| <i>Target</i>              | Anyone                                                                |
| <i>Resistance Invoked</i>  | None                                                                  |
| <i>Effect</i>              |                                                                       |
| <i>Healing</i>             | 70 HP + 1/level (max 100)                                             |



## Health

|                          |                       |
|--------------------------|-----------------------|
| <i>Casters</i>           | Shaman (34)           |
| <i>Casting Skill</i>     | Alteration            |
| <i>Target's Reaction</i> | Target looks healthy. |



## Heart Flutter

|                               |                                                                     |
|-------------------------------|---------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (16), Shadow<br>Knight (39)                             |
| <i>Mana Cost</i>              | 80                                                                  |
| <i>Casting Skill</i>          | Alteration                                                          |
| <i>Casting Time (secs)</i>    | 2.75                                                                |
| <i>Recasting Delay (secs)</i> | 9.5                                                                 |
| <i>Duration</i>               | 1 min, 12 secs                                                      |
| <i>Range</i>                  | 200 feet                                                            |
| <i>Target</i>                 | Anyone                                                              |
| <i>Resistance Invoked</i>     | Disease                                                             |
| <i>Effects</i>                |                                                                     |
| <i>STR loss</i>               | 7 + 1 / 2 levels (max 20)                                           |
| <i>AC loss</i>                | 18 + 1 / 2 levels (max 30)                                          |
| <i>Damage</i>                 | 12 HP/6 seconds                                                     |
| <i>Target's Reaction</i>      | Target clutches their chest.<br>(Your heartbeat becomes irregular.) |



## Heat Blood

|                               |                                         |
|-------------------------------|-----------------------------------------|
| <i>Casters</i>                | Necromancer (12), Shadow<br>Knight (30) |
| <i>Mana Cost</i>              | 72                                      |
| <i>Casting Skill</i>          | Alteration                              |
| <i>Casting Time (secs)</i>    | 2.45                                    |
| <i>Recasting Delay (secs)</i> | 6.5                                     |
| <i>Duration (minutes)</i>     | 1                                       |
| <i>Range</i>                  | 200 feet                                |
| <i>Target</i>                 | Anyone                                  |
| <i>Resistance Invoked</i>     | Fire                                    |
| <i>Effect</i>                 |                                         |
| <i>Damage</i>                 | 17 HP/6 seconds                         |
| <i>Target's Reaction</i>      | Target's blood simmers.                 |



**Heat Sight**

|                               |                                             |
|-------------------------------|---------------------------------------------|
| <i>Casters</i>                | Wizard (16)                                 |
| <i>Mana Cost</i>              | 30                                          |
| <i>Casting Skill</i>          | Divination                                  |
| <i>Casting Time (secs)</i>    | 5                                           |
| <i>Recasting Delay (secs)</i> | 9.75                                        |
| <i>Duration (minutes)</i>     | 27                                          |
| <i>Range</i>                  | 0 feet                                      |
| <i>Target</i>                 | Yourself                                    |
| <i>Resistance Invoked</i>     | None                                        |
| <i>Effect</i>                 | Infravision                                 |
| <i>Target's Reaction</i>      | Target's eyes glow red. (Your eyes tingle.) |

**Heroic Bond**

|                          |                                                                |
|--------------------------|----------------------------------------------------------------|
| <i>Casters</i>           | Cleric (52)                                                    |
| <i>Casting Skill</i>     | Abjuration                                                     |
| <i>Target's Reaction</i> | Target's eyes gleam with heroic resolution. (You feel heroic.) |

**Heroism**

|                          |                                                                |
|--------------------------|----------------------------------------------------------------|
| <i>Casters</i>           | Cleric (52)                                                    |
| <i>Casting Skill</i>     | Abjuration                                                     |
| <i>Target's Reaction</i> | Target's eyes gleam with heroic resolution. (You feel heroic.) |

**Holy Armor**

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Cleric (5), Paladin (15) |
| <i>Mana Cost</i>           | 20                       |
| <i>Casting Skill</i>       | Abjuration               |
| <i>Casting Time (secs)</i> | 2                        |
| <i>Duration (minutes)</i>  | 3 x level (max 27)       |
| <i>Range</i>               | 100 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | None                     |
| <i>Effect</i>              | AC boost                 |
|                            | 15 + 1/level             |

**Holy Might**

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Cleric (19), Paladin (49) |
| <i>Mana Cost</i>              | 60                        |
| <i>Casting Skill</i>          | Evocation                 |
| <i>Casting Time (secs)</i>    | 2                         |
| <i>Recasting Delay (secs)</i> | 20.5                      |
| <i>Duration</i>               | Instantaneous             |
| <i>Range</i>                  | 200 feet                  |
| <i>Target</i>                 | Anyone                    |

**Resistance Invoked**

Magic

**Effects**

|                          |                          |
|--------------------------|--------------------------|
| <i>Stun</i>              | 6 seconds                |
| <i>Damage</i>            | 10 HP + 1/level (max 60) |
| <i>Target's Reaction</i> | Target is stunned.       |

**Hungry Earth**

|                               |                  |
|-------------------------------|------------------|
| <i>Casters</i>                | Necromancer (16) |
| <i>Mana Cost</i>              | 30               |
| <i>Casting Skill</i>          | Alteration       |
| <i>Casting Time (secs)</i>    | 2                |
| <i>Recasting Delay (secs)</i> | 10               |
| <i>Duration (secs)</i>        | 48               |
| <i>Range</i>                  | 200 feet         |
| <i>Target</i>                 | Undead           |
| <i>Resistance Invoked</i>     | Magic            |
| <i>Effects</i>                | Immobilizes      |

|                        |                 |
|------------------------|-----------------|
| <i>One-Time Damage</i> | 10 HP + 1/level |
|------------------------|-----------------|

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Target's Reaction</i> | Target's feet sink into ground. |
|--------------------------|---------------------------------|

**Ice**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Druid (49)                  |
| <i>Casting Skill</i>     | Evocation                   |
| <i>Target's Reaction</i> | Target is encased in frost. |

**Ice Comet**

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Wizard (49)            |
| <i>Casting Skill</i>     | Evocation              |
| <i>Target's Reaction</i> | Target's skin freezes. |

**Ice Shock**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Wizard (34)                 |
| <i>Casting Skill</i>     | Evocation                   |
| <i>Target's Reaction</i> | Target's skin freezes over. |

**Ice Strike**

|                          |                                                                                                        |
|--------------------------|--------------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (54)                                                                                            |
| <i>Casting Skill</i>     | Evocation                                                                                              |
| <i>Target's Reaction</i> | Target staggers as spirits of ice slam against them. (You stagger as spirits of ice slam against you.) |

# Spells: Heat-Illusion



## **Icestrike**

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Wizard (4)                 |
| <i>Mana Cost</i>              | 30                         |
| <i>Casting Skill</i>          | Evocation                  |
| <i>Casting Time (secs)</i>    | 1.8                        |
| <i>Recasting Delay (secs)</i> | 14.5                       |
| <i>Duration</i>               | Instantaneous              |
| <i>Duration of impact</i>     | 7.5 seconds                |
| <i>Range</i>                  | 150 feet                   |
| <i>Radius of Effect</i>       | 25 feet                    |
| <i>Target</i>                 | Area                       |
| <i>Resistance Invoked</i>     | Cold                       |
| <i>Effect</i>                 |                            |
| <i>Damage</i>                 | 10 HP                      |
| <i>Target's Reaction</i>      | Target is pelted by sleet. |



## **Identify**

|                            |                                                              |
|----------------------------|--------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (16), Magician (16), Necromancer (20), Wizard (16) |
| <i>Mana Cost</i>           | 50                                                           |
| <i>Casting Skill</i>       | Divination                                                   |
| <i>Casting Time (secs)</i> | 5                                                            |
| <i>Duration</i>            | Instantaneous                                                |
| <i>Range</i>               | 100 feet                                                     |
| <i>Target</i>              | Anyone                                                       |
| <i>Resistance Invoked</i>  | None                                                         |
| <i>Effect</i>              |                                                              |
| <i>Identify 1 Item</i>     |                                                              |



## **Ignite**

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Druid (9), Ranger (22)   |
| <i>Mana Cost</i>           | 30                       |
| <i>Casting Skill</i>       | Evocation                |
| <i>Casting Time (secs)</i> | 2.1                      |
| <i>Duration</i>            | Instantaneous            |
| <i>Range</i>               | 200 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | Fire                     |
| <i>Effect</i>              |                          |
| <i>Damage</i>              | 23 HP + 1/level (max 37) |
| <i>Target's Reaction</i>   | Target's skin ignites.   |



## **Ignite Blood**

|                          |                         |
|--------------------------|-------------------------|
| <i>Casters</i>           | Necromancer (49)        |
| <i>Casting Skill</i>     | Alteration              |
| <i>Target's Reaction</i> | Target's blood ignites. |



## **Ignite Bones**

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (44)                                                    |
| <i>Casting Skill</i>     | Evocation                                                           |
| <i>Target's Reaction</i> | Target's skin burns away. (You feel your skin burn from your body.) |



## **Illusion: Air Elemental**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (29)                                 |
| <i>Casting Skill</i>     | Divination                                     |
| <i>Target's Reaction</i> | Target's image shimmers. (You feel different.) |



## **Illusion: Barbarian**

|                               |                                                |
|-------------------------------|------------------------------------------------|
| <i>Casters</i>                | Enchanter (16)                                 |
| <i>Mana Cost</i>              | 30                                             |
| <i>Casting Skill</i>          | Divination                                     |
| <i>Casting Time (secs)</i>    | 3                                              |
| <i>Recasting Delay (secs)</i> | 8.25                                           |
| <i>Duration (minutes)</i>     | 36                                             |
| <i>Range</i>                  | 0 feet                                         |
| <i>Target</i>                 | Yourself                                       |
| <i>Resistance Invoked</i>     | None                                           |
| <i>Effect</i>                 |                                                |
| <i>Change Form</i>            | Barbarian                                      |
| <i>Target's Reaction</i>      | Target's image shimmers. (You feel different.) |



## **Illusion: Dark Elf**

|                               |                                                |
|-------------------------------|------------------------------------------------|
| <i>Casters</i>                | Enchanter (12)                                 |
| <i>Mana Cost</i>              | 30                                             |
| <i>Casting Skill</i>          | Divination                                     |
| <i>Casting Time (secs)</i>    | 3                                              |
| <i>Recasting Delay (secs)</i> | 8.25                                           |
| <i>Duration (minutes)</i>     | 36                                             |
| <i>Range</i>                  | 0 feet                                         |
| <i>Target</i>                 | Yourself                                       |
| <i>Resistance Invoked</i>     | None                                           |
| <i>Effect</i>                 |                                                |
| <i>Change Form</i>            | Dark Elf                                       |
| <i>Target's Reaction</i>      | Target's image shimmers. (You feel different.) |



## **Illusion: Drybone**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (39)                                 |
| <i>Casting Skill</i>     | Divination                                     |
| <i>Target's Reaction</i> | Target's image shimmers. (You feel different.) |

**Illusion: Dwarf**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (16)                                    |
| Mana Cost              | 30                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 36                                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effect                 |                                                   |
| Change Form            | Dwarf                                             |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

**Illusion: Earth Elemental**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (24)                                    |
| Mana Cost              | 50                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 36                                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effects                |                                                   |
| Change Form            | Earth Elemental                                   |
| STR boost              | 10                                                |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

**Illusion: Erudite**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (12)                                    |
| Mana Cost              | 30                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 36                                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effect                 |                                                   |
| Change Form            | Erudite                                           |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

**Illusion: Fire Elemental**

|                   |                                                   |
|-------------------|---------------------------------------------------|
| Casters           | Enchanter (34)                                    |
| Casting Skill     | Divination                                        |
| Target's Reaction | Target's image shimmers.<br>(You feel different.) |

**Illusion: Gender**

|                   |                                                   |
|-------------------|---------------------------------------------------|
| Casters           | Enchanter (51)                                    |
| Casting Skill     | Divination                                        |
| Target's Reaction | Target's image shimmers.<br>(You feel different.) |

**Illusion: Gnome**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (8)                                     |
| Mana Cost              | 10                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 3 x level (max 36)                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effect                 |                                                   |
| Change Form            | Gnome                                             |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

**Illusion: Half-Elf**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (4)                                     |
| Mana Cost              | 10                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 3 x level (max 36)                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effect                 |                                                   |
| Change Form            | Half-Elf                                          |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

**Illusion: Halfling**

|                        |                                                   |
|------------------------|---------------------------------------------------|
| Casters                | Enchanter (12)                                    |
| Mana Cost              | 30                                                |
| Casting Skill          | Divination                                        |
| Casting Time (secs)    | 3                                                 |
| Recasting Delay (secs) | 8.25                                              |
| Duration (minutes)     | 36                                                |
| Range                  | 0 feet                                            |
| Target                 | Yourself                                          |
| Resistance Invoked     | None                                              |
| Effect                 |                                                   |
| Change Form            | Halfling                                          |
| Target's Reaction      | Target's image shimmers.<br>(You feel different.) |

# Spells: Illusion



## **Illusion: High Elf**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (12)                                    |
| <i>Mana Cost</i>              | 30                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 36                                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effect</i>                 |                                                   |
| <i>Change Form</i>            | High Elf                                          |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Human**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (4)                                     |
| <i>Mana Cost</i>              | 10                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 3 x level (max 36)                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effect</i>                 |                                                   |
| <i>Change Form</i>            | Human                                             |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Iksar**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (20)                                    |
| <i>Mana Cost</i>              | 50                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.5                                               |
| <i>Duration (minutes)</i>     | 36                                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effect</i>                 |                                                   |
| <i>Change Form</i>            | Iksar                                             |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Ogre**

|                               |                |
|-------------------------------|----------------|
| <i>Casters</i>                | Enchanter (20) |
| <i>Mana Cost</i>              | 50             |
| <i>Casting Skill</i>          | Divination     |
| <i>Casting Time (secs)</i>    | 3              |
| <i>Recasting Delay (secs)</i> | 8.25           |

|                           |                                                   |
|---------------------------|---------------------------------------------------|
| <i>Duration (minutes)</i> | 36                                                |
| <i>Range</i>              | 0 feet                                            |
| <i>Target</i>             | Yourself                                          |
| <i>Resistance Invoked</i> | None                                              |
| <i>Effect</i>             |                                                   |
| <i>Change Form</i>        | Ogre                                              |
| <i>Target's Reaction</i>  | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Skeleton**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (24)                                    |
| <i>Mana Cost</i>              | 50                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 36                                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effect</i>                 |                                                   |
| <i>Change Form</i>            | Skeleton                                          |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Spirit Wolf**

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Enchanter (39)                                    |
| <i>Casting Skill</i>     | Divination                                        |
| <i>Target's Reaction</i> | Target's image shimmers.<br>(You feel different.) |



## **Illusion: Tree**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (16)                                    |
| <i>Mana Cost</i>              | 30                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Outdoors only</i>          |                                                   |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 36                                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effects</i>                |                                                   |
| <i>Change Form</i>            | Tree                                              |
| <i>Immobilizes</i>            |                                                   |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |

***Illusion: Troll***

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (20)                                    |
| <i>Mana Cost</i>              | 100                                               |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 36                                                |
| <i>Range (feet)</i>           | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effects</i>                |                                                   |
| <i>Change Form</i>            | Troll                                             |
| <i>Healing</i>                | 1 HP/6 secs                                       |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |

***Illusion: Water Elemental***

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Enchanter (29)                                    |
| <i>Casting Skill</i>     | Divination                                        |
| <i>Target's Reaction</i> | Target's image shimmers.<br>(You feel different.) |

***Illusion: Werewolf***

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Enchanter (44)                                    |
| <i>Casting Skill</i>     | Divination                                        |
| <i>Target's Reaction</i> | Target's image shimmers.<br>(You feel different.) |

***Illusion: Wood Elf***

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Enchanter (8)                                     |
| <i>Mana Cost</i>              | 10                                                |
| <i>Casting Skill</i>          | Divination                                        |
| <i>Casting Time (secs)</i>    | 3                                                 |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 3 x level (max 36)                                |
| <i>Range</i>                  | 0 feet                                            |
| <i>Target</i>                 | Yourself                                          |
| <i>Resistance Invoked</i>     | None                                              |
| <i>Effect</i>                 |                                                   |
| <i>Change Form</i>            | Wood Elf                                          |
| <i>Target's Reaction</i>      | Target's image shimmers.<br>(You feel different.) |

***Immobilize***

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (49), Enchanter (39),<br>Necromancer (58), Shaman<br>(51), Wizard (39) |
| <i>Casting Skill</i>     | Alteration                                                                    |
| <i>Target's Reaction</i> | Target's feet adhere to the<br>ground.                                        |

***Immolate***

|                          |                                            |
|--------------------------|--------------------------------------------|
| <i>Casters</i>           | Druid (29), Ranger (49)                    |
| <i>Casting Skill</i>     | Evocation                                  |
| <i>Target's Reaction</i> | Target is surrounded by<br>blazing flames. |

***Impart Strength***

|                               |                             |
|-------------------------------|-----------------------------|
| <i>Casters</i>                | Necromancer (8)             |
| <i>Mana Cost</i>              | 15                          |
| <i>Casting Skill</i>          | Alteration                  |
| <i>Casting Time (secs)</i>    | 4                           |
| <i>Recasting Delay (secs)</i> | 7.25                        |
| <i>Duration (minutes)</i>     | 6                           |
| <i>Range</i>                  | 100 feet                    |
| <i>Target</i>                 | Anyone (STR flows from you) |
| <i>Resistance Invoked</i>     | None                        |
| <i>Effect</i>                 |                             |
| <i>STR boost</i>              | 10                          |
| <i>Target's Reaction</i>      | Target looks stronger.      |

***Incapacitate***

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Enchanter (44), Shaman (44) |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target looks frail.         |

***Infectious Cloud***

|                            |                                                                 |
|----------------------------|-----------------------------------------------------------------|
| <i>Casters</i>             | Necromancer (16), Shaman<br>(19)                                |
| <i>Mana Cost</i>           | 78                                                              |
| <i>Casting Skill</i>       | Conjuration                                                     |
| <i>Casting Time (secs)</i> | 2.75                                                            |
| <i>Duration</i>            | 2 minutes, 6 seconds                                            |
| <i>Range</i>               | 200 feet                                                        |
| <i>Radius of Effect</i>    | 15 feet                                                         |
| <i>Target</i>              | Area                                                            |
| <i>Resistance Invoked</i>  | Disease                                                         |
| <i>Effects</i>             |                                                                 |
| <i>Disease</i>             | 1                                                               |
| <i>Immediate Dam.</i>      | 25 HP                                                           |
| <i>Subsequent Dam.</i>     | 5 HP/6 secs                                                     |
| <i>Target's Reaction</i>   | Target starts to wretch. (The<br>bile wells up in your throat.) |

***Inferno of Al'Kabor***

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Wizard (53)                                     |
| <i>Casting Skill</i>     | Evocation                                       |
| <i>Target's Reaction</i> | Target burns within the<br>inferno of Al'Kabor. |

***Inferno Shield***

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Magician (29)                 |
| <i>Casting Skill</i>     | Abjuration                    |
| <i>Target's Reaction</i> | Target is enveloped in flame. |



# Spells: Illusion-Intensify



## Inferno Shock

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Wizard (29)            |
| <i>Casting Skill</i>     | Evocation              |
| <i>Target's Reaction</i> | Target's skin ignites. |



## Infusion

|                          |                                                                                  |
|--------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (55)                                                                 |
| <i>Casting Skill</i>     | Alteration                                                                       |
| <i>Target's Reaction</i> | Target radiates with essence. (Your mind clears as a rush of essence fills you.) |



## Inner Fire

|                            |                                   |
|----------------------------|-----------------------------------|
| <i>Casters</i>             | Shaman (1)                        |
| <i>Mana Cost</i>           | 10                                |
| <i>Casting Skill</i>       | Abjuration                        |
| <i>Casting Time (secs)</i> | 3                                 |
| <i>Duration (minutes)</i>  | 3 + 3 x level (max 27)            |
| <i>Range</i>               | 100 feet                          |
| <i>Target</i>              | Anyone                            |
| <i>Resistance Invoked</i>  | None                              |
| <i>Effects</i>             |                                   |
| AC boost                   | 5 + 1 / 2 levels (max 10)         |
| Bonus HP                   | 10 + 1/level (max 20)             |
| <i>Target's Reaction</i>   | Target's body pulses with energy. |



## Insidious Decay

|                          |                                                                                  |
|--------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (52)                                                                      |
| <i>Casting Skill</i>     | Conjuration                                                                      |
| <i>Target's Reaction</i> | Target sweats and shivers, looking feverish. (You feel a fever settle upon you.) |



## Insidious Fever

|                               |                                                                                  |
|-------------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>                | Shaman (19)                                                                      |
| <i>Mana Cost</i>              | 30                                                                               |
| <i>Casting Skill</i>          | Conjuration                                                                      |
| <i>Casting Time (secs)</i>    | 1                                                                                |
| <i>Recasting Delay (secs)</i> | 7.5                                                                              |
| <i>Duration (minutes)</i>     | 1 + 12 secs/level                                                                |
| <i>Range</i>                  | 200 feet                                                                         |
| <i>Target</i>                 | Anyone                                                                           |
| <i>Resistance Invoked</i>     | Disease                                                                          |
| <i>Effects</i>                |                                                                                  |
| Disease                       | 4                                                                                |
| Disease Res.                  | Lowered, 10 + 1 / 2 levels (max 35)                                              |
| <i>Target's Reaction</i>      | Target sweats and shivers, looking feverish. (You feel a fever settle upon you.) |



## Insidious Malady

|                          |                                                                                  |
|--------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (39)                                                                      |
| <i>Casting Skill</i>     | Conjuration                                                                      |
| <i>Target's Reaction</i> | Target sweats and shivers, looking feverish. (You feel a fever settle upon you.) |



## Insight

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Enchanter (39)                                    |
| <i>Casting Skill</i>     | Alteration                                        |
| <i>Target's Reaction</i> | Target looks wise. (Your mind fills with wisdom.) |



## Inspid Weakness

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Enchanter (34)                       |
| <i>Casting Skill</i>     | Alteration                           |
| <i>Target's Reaction</i> | Target is weakened. (You feel weak.) |



## Inspire Fear

|                               |                                                        |
|-------------------------------|--------------------------------------------------------|
| <i>Casters</i>                | Cleric (24)                                            |
| <i>Mana Cost</i>              | 80                                                     |
| <i>Casting Skill</i>          | Alteration                                             |
| <i>Casting Time (secs)</i>    | 4                                                      |
| <i>Recasting Delay (secs)</i> | 10.25                                                  |
| <i>Duration (secs)</i>        | 30                                                     |
| <i>Range</i>                  | 200 feet                                               |
| <i>Target</i>                 | Anyone                                                 |
| <i>Resistance Invoked</i>     | Magic                                                  |
| <i>Effect</i>                 |                                                        |
| Fear                          | Low-level                                              |
| <i>Target's Reaction</i>      | Target looks very afraid. (Your mind fills with fear.) |



## Intensify Death

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Necromancer (24)                    |
| <i>Mana Cost</i>              | 50                                  |
| <i>Casting Skill</i>          | Alteration                          |
| <i>Casting Time (secs)</i>    | 6                                   |
| <i>Recasting Delay (secs)</i> | 32.25                               |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                    |
| <i>Range</i>                  | 100 feet                            |
| <i>Target</i>                 | Your pet                            |
| <i>Resistance Invoked</i>     | None                                |
| <i>Effects</i>                |                                     |
| Attack Speed boost            | 10% + 1% / 2 levels (max 30% boost) |
| STR boost                     | 20 + 1 / 4 levels (max 33)          |
| AC boost                      | 15 + 1 / 4 levels (max 27)          |
| <i>Target's Reaction</i>      | Target's eyes gleam with madness.   |

**Invert Gravity**

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (59)                                                        |
| <i>Casting Skill</i>     | Alteration                                                         |
| <i>Target's Reaction</i> | Target rises chaotically into the air. (You feel gravity reverse.) |

**Invigor**

|                               |                                                                                |
|-------------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (9), Druid (14), Enchanter (24), Paladin (22), Ranger (30), Shaman (24) |
| <i>Mana Cost</i>              | 20                                                                             |
| <i>Casting Skill</i>          | Alteration                                                                     |
| <i>Casting Time (secs)</i>    | 3.5                                                                            |
| <i>Recasting Delay (secs)</i> | 5.75                                                                           |
| <i>Duration (secs)</i>        | 12                                                                             |
| <i>Range</i>                  | 100 feet                                                                       |
| <i>Target</i>                 | Anyone                                                                         |
| <i>Resistance Invoked</i>     | None                                                                           |
| <i>Effect</i>                 | Restores Fatigue 35 points                                                     |
| <i>Target's Reaction</i>      | Target looks energized. (Your body zings with energy.)                         |

**Invisibility**

|                            |                                                       |
|----------------------------|-------------------------------------------------------|
| <i>Casters</i>             | Enchanter (4), Magician (8), Shaman (29), Wizard (16) |
| <i>Mana Cost</i>           | 30                                                    |
| <i>Casting Skill</i>       | Divination                                            |
| <i>Casting Time (secs)</i> | 5                                                     |
| <i>Duration (minutes)</i>  | 3 x level (max 20)                                    |
| <i>Range</i>               | 100 feet                                              |
| <i>Target</i>              | Anyone                                                |
| <i>Resistance Invoked</i>  | None                                                  |
| <i>Effect</i>              | Invisibility                                          |
| <i>Target's Reaction</i>   | Target fades away. (You vanish.)                      |

**Invisibility versus Animals**

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Druid (9), Shaman (14) |
| <i>Mana Cost</i>              | 30                     |
| <i>Casting Skill</i>          | Divination             |
| <i>Casting Time (secs)</i>    | 3                      |
| <i>Recasting Delay (secs)</i> | 8.25                   |
| <i>Duration (minutes)</i>     | 3 x level (max 36)     |
| <i>Range</i>                  | 100 feet               |
| <i>Target</i>                 | Anyone                 |
| <i>Resistance Invoked</i>     | None                   |
| <i>Effect</i>                 | Invisible to Animals   |

**Target's Reaction**

Target is surrounded by an aura which shimmers, and then fades away. (Part of your image fades away.)

**Invisibility versus Undead**

|                               |                                                                               |
|-------------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (14), Enchanter (16), Necromancer (1), Paladin (22), Shadow Knight (9) |
| <i>Mana Cost</i>              | 40                                                                            |
| <i>Casting Skill</i>          | Divination                                                                    |
| <i>Casting Time (secs)</i>    | 4                                                                             |
| <i>Recasting Delay (secs)</i> | 6.25                                                                          |
| <i>Duration (minutes)</i>     | 3 x level (max 27)                                                            |
| <i>Range</i>                  | 100 feet                                                                      |
| <i>Target</i>                 | Anyone                                                                        |
| <i>Resistance Invoked</i>     | None                                                                          |
| <i>Effect</i>                 | Invisible to Undead                                                           |
| <i>Target's Reaction</i>      | Target fades a little. (You feel your skin tingle.)                           |

**Invoke Death**

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (49) |
| <i>Casting Skill</i> | Conjuration      |

**Invoke Fear**

|                          |                                                                   |
|--------------------------|-------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (39), Enchanter (39), Necromancer (34), Shadow Knight (49) |
| <i>Casting Skill</i>     | Alteration                                                        |
| <i>Target's Reaction</i> | Target looks very afraid. (Your mind fills with fear.)            |

**Invoke Lightning**

|                               |                                                                            |
|-------------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>                | Druid (5), Ranger (15)                                                     |
| <i>Mana Cost</i>              | 32                                                                         |
| <i>Casting Skill</i>          | Evocation                                                                  |
| <i>Outdoors only</i>          |                                                                            |
| <i>Casting Time (secs)</i>    | 2.5                                                                        |
| <i>Recasting Delay (secs)</i> | 8.5                                                                        |
| <i>Duration</i>               | Instantaneous                                                              |
| <i>Range</i>                  | 200 feet                                                                   |
| <i>Radius of Effect</i>       | 10 feet                                                                    |
| <i>Target</i>                 | Area                                                                       |
| <i>Resistance Invoked</i>     | Magic                                                                      |
| <i>Effect</i>                 | Damage 16 HP + 1/level (max 25)                                            |
| <i>Target's Reaction</i>      | Target has been struck by lightning. (Lightning surges through your body.) |

**Invoke Shadow**

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (34) |
| <i>Casting Skill</i> | Conjuration      |

# Spells: Invert-Lay



## Jolt

Casters Ranger (55)

Casting Skill Alteration

Target's Reaction Target's head snaps back.



## Jyl's Animation

Casters Enchanter (4)

Mana Cost 24

Casting Skill Conjuration

Components 2 Tiny Daggers

Casting Time (secs) 2

Recasting Delay (secs) 6.25

Duration Instantaneous

Range 0 feet

Target Yourself

Resistance Invoked None

Effect

Summon Animation Animated Sword and Shield (Circle 2)



## Jyll's Static Pulse

Casters Wizard (53)

Casting Skill Evocation

Target's Reaction Target is slammed by a static pulse. (A static pulse slams through you.)



## Jyll's Wave of Heat

Casters Wizard (59)

Casting Skill Evocation

Target's Reaction Target is washed by an intense wave of heat. (A wave of heat screams through you.)



## Jyll's Zephyr of Ice

Casters Wizard (56)

Casting Skill Evocation

Target's Reaction Target is torn by a zephyr of ice. (A zephyr of ice tears through you.)



## Kilan's Animation

Casters Enchanter (12)

Mana Cost 65

Casting Skill Conjuration

Component Tiny Dagger

Casting Time (secs) 4

Recasting Delay (secs) 10.25

Duration Instantaneous

Range 0 feet

Target Yourself

Resistance Invoked None

Effect

Summon Animation Animated Sword and Shield (Circle 4)



## Kintaz's Animation

Casters Enchanter (49)

Casting Skill Conjuration



## Languid Pace

Casters Enchanter (12)

Mana Cost 50

Casting Skill Alteration

Casting Time (secs) 2.25

Duration (secs) 12 + 6 / 2 levels

Range (feet) 250

Target Anyone

Resistance Invoked Magic

Effect

Attack Speed loss 15% + 1% / 4 levels (max 30% loss)

Target's Reaction Target slows down.



## Largarn's Lamentation

Casters Enchanter (55)

Casting Skill Evocation

Target's Reaction Target begins to weep. (You are very sad.)



## Lava Bolt

Casters Magician (49)

Casting Skill Evocation

Target's Reaction Target is bathed in fire. (Stream of fire washes over you.)



## Lava Storm

Casters Wizard (34)

Casting Skill Evocation

Target's Reaction Target's skin blisters as fire rains down from above.



## Lay on Hands

Casters Paladin (1)

Mana Cost 0

Casting Skill None

Casting Time (secs) 0

Recasting Delay (secs) Once a day

Duration Instantaneous

Range 50 feet

Target Anyone

Resistance Invoked None

Effect

Healing 1 HP + 32/level

Target's Reaction Target feels a healing touch.

**Leach**

|                               |                                                          |
|-------------------------------|----------------------------------------------------------|
| <i>Casters</i>                | Necromancer (12)                                         |
| <i>Mana Cost</i>              | 72                                                       |
| <i>Casting Skill</i>          | Alteration                                               |
| <i>Casting Time (secs)</i>    | 2.4                                                      |
| <i>Recasting Delay (secs)</i> | 12.5                                                     |
| <i>Duration (secs)</i>        | 54                                                       |
| <i>Range</i>                  | 200 feet                                                 |
| <i>Target</i>                 | Anyone (HP flow to you)                                  |
| <i>Resistance Invoked</i>     | Magic                                                    |
| <i>Effect</i>                 |                                                          |
| <i>Damage</i>                 | 8 HP/6 secs                                              |
| <i>Target's Reaction</i>      | Target pales. (You feel your blood begin to leach away.) |

**Leatherskin**

|                            |                                   |
|----------------------------|-----------------------------------|
| <i>Casters</i>             | Necromancer (24), Wizard (24)     |
| <i>Mana Cost</i>           | 83                                |
| <i>Casting Skill</i>       | Abjuration                        |
| <i>Component</i>           | Bloodstone                        |
| <i>Casting Time (secs)</i> | 4                                 |
| <i>Duration (minutes)</i>  | 54                                |
| <i>Range</i>               | 0 feet                            |
| <i>Target</i>              | Yourself                          |
| <i>Resistance Invoked</i>  | None                              |
| <i>Effect</i>              |                                   |
| <i>Bonus HP</i>            | 118                               |
| <i>Target's Reaction</i>   | Target's skin looks like leather. |

**Leering Corpse**

|                               |                                    |
|-------------------------------|------------------------------------|
| <i>Casters</i>                | Necromancer (4), Shadow Knight (9) |
| <i>Mana Cost</i>              | 40                                 |
| <i>Casting Skill</i>          | Conjuration                        |
| <i>Components</i>             | 2 Bone Chips                       |
| <i>Casting Time (secs)</i>    | 6                                  |
| <i>Recasting Delay (secs)</i> | 11.75                              |
| <i>Duration</i>               | Instantaneous                      |
| <i>Range</i>                  | 0 feet                             |
| <i>Target</i>                 | Yourself                           |
| <i>Resistance Invoked</i>     | None                               |
| <i>Effect</i>                 |                                    |
| <i>Create Undead</i>          | Skeleton (Circle 2)                |
| <i>Target's Reaction</i>      | Skeleton rises from the dead.      |

**Legacy of Spike**

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (51)                                |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier. |

**Legacy of Thorn**

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (59)                                |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier. |

**Lesser Conjunction: Air**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |

**Lesser Conjunction: Earth**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |

**Lesser Conjunction: Fire**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |

**Lesser Conjunction: Water**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |

**Lesser Shielding**

|                            |                                                          |
|----------------------------|----------------------------------------------------------|
| <i>Casters</i>             | Enchanter (8), Magician (8), Necromancer (8), Wizard (8) |
| <i>Mana Cost</i>           | 25                                                       |
| <i>Casting Skill</i>       | Abjuration                                               |
| <i>Casting Time (secs)</i> | 4                                                        |
| <i>Duration (minutes)</i>  | 3 x level (max 27)                                       |
| <i>Range</i>               | 0 feet                                                   |
| <i>Target</i>              | Yourself                                                 |
| <i>Resistance Invoked</i>  | None                                                     |
| <i>Effects</i>             |                                                          |
| <i>Bonus HP</i>            | 12 + 1/level (max 30)                                    |
| <i>AC boost</i>            | 12 + 1/level (max 30)                                    |
| <i>Resist Magic boost</i>  | 5 + 1 / 4 levels (max 10)                                |
| <i>Target's Reaction</i>   | (You feel armored.)                                      |

**Lesser Summoning: Air**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Magician (20)                             |
| <i>Mana Cost</i>           | 200                                       |
| <i>Casting Skill</i>       | Conjuration                               |
| <i>Components</i>          | Broom of Trilon (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 10                                        |
| <i>Duration</i>            | Instantaneous                             |
| <i>Range</i>               | 0 feet                                    |
| <i>Target</i>              | Yourself                                  |
| <i>Resistance Invoked</i>  | None                                      |
| <i>Effect</i>              |                                           |
| <i>Summon Elemental</i>    | Air Elemental (Circle 6)                  |

# Spells: Leach-Lifespíke



## Lesser Summoning: Earth

|                            |                                          |
|----------------------------|------------------------------------------|
| <i>Casters</i>             | Magician (20)                            |
| <i>Mana Cost</i>           | 200                                      |
| <i>Casting Skill</i>       | Conjuration                              |
| <i>Components</i>          | Shovel of Ponz (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 10                                       |
| <i>Duration</i>            | Instantaneous                            |
| <i>Range</i>               | 0 feet                                   |
| <i>Target</i>              | Yourself                                 |
| <i>Resistance Invoked</i>  | None                                     |
| <i>Effect</i>              |                                          |

*Summon Elemental* Earth Elemental (Circle 6)



## Lesser Summoning: Fire

|                            |                                         |
|----------------------------|-----------------------------------------|
| <i>Casters</i>             | Magician (20)                           |
| <i>Mana Cost</i>           | 200                                     |
| <i>Casting Skill</i>       | Conjuration                             |
| <i>Components</i>          | Torch of Alna (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 10                                      |
| <i>Duration</i>            | Instantaneous                           |
| <i>Range</i>               | 0 feet                                  |
| <i>Target</i>              | Yourself                                |
| <i>Resistance Invoked</i>  | None                                    |
| <i>Effect</i>              |                                         |

*Summon Elemental* Fire Elemental (Circle 6)



## Lesser Summoning: Water

|                            |                                            |
|----------------------------|--------------------------------------------|
| <i>Casters</i>             | Magician (20)                              |
| <i>Mana Cost</i>           | 200                                        |
| <i>Casting Skill</i>       | Conjuration                                |
| <i>Components</i>          | Stein of Uliassa (not consumed), Malachite |
| <i>Casting Time (secs)</i> | 10                                         |
| <i>Duration</i>            | Instantaneous                              |
| <i>Range</i>               | 0 feet                                     |
| <i>Target</i>              | Yourself                                   |
| <i>Resistance Invoked</i>  | None                                       |
| <i>Effect</i>              |                                            |

*Summon Elemental* Water Elemental (Circle 6)



## Levant

|                          |                                |
|--------------------------|--------------------------------|
| <i>Casters</i>           | Necromancer (55)               |
| <i>Casting Skill</i>     | Alteration                     |
| <i>Target's Reaction</i> | Target steps into the shadows. |



## Levitate

|                               |                                                                   |
|-------------------------------|-------------------------------------------------------------------|
| <i>Casters</i>                | Druid (14), Enchanter (16), Ranger (39), Shaman (14), Wizard (24) |
| <i>Mana Cost</i>              | 30                                                                |
| <i>Casting Skill</i>          | Alteration                                                        |
| <i>Component</i>              | Bat Wing                                                          |
| <i>Casting Time (secs)</i>    | 3                                                                 |
| <i>Recasting Delay (secs)</i> | 7.25                                                              |

|                           |                                 |
|---------------------------|---------------------------------|
| <i>Duration (minutes)</i> | 1 + 18 secs/level               |
| <i>Range</i>              | 100 feet                        |
| <i>Target</i>             | Anyone                          |
| <i>Resistance Invoked</i> | None                            |
| <i>Effect</i>             |                                 |
| <i>Levitation</i>         |                                 |
| <i>Target's Reaction</i>  | Target's feet leave the ground. |



## Lich

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (49)                                                   |
| <i>Casting Skill</i>     | Alteration                                                         |
| <i>Target's Reaction</i> | Target's skin peels off. (You feel the skin peel from your bones.) |



## Life Leech

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| <i>Casters</i>           | Shadow Knight (49)                                       |
| <i>Casting Skill</i>     | Alteration                                               |
| <i>Target's Reaction</i> | Target looks pale. (You feel your lifeforce drain away.) |



## Lifedraw

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Necromancer (12), Shadow Knight (30)                   |
| <i>Mana Cost</i>           | 63                                                     |
| <i>Casting Skill</i>       | Alteration                                             |
| <i>Casting Time (secs)</i> | 2.45                                                   |
| <i>Duration</i>            | Instantaneous                                          |
| <i>Range</i>               | 200 feet                                               |
| <i>Target</i>              | Anyone (HP flow to you)                                |
| <i>Resistance Invoked</i>  | Magic                                                  |
| <i>Effect</i>              |                                                        |
| <i>Damage</i>              | 27 HP + 1/level (max 45)                               |
| <i>Target's Reaction</i>   | Target staggers. (You feel your lifeforce drain away.) |



## Lifespíke

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Necromancer (4), Shadow Knight (15)                    |
| <i>Mana Cost</i>           | 18                                                     |
| <i>Casting Skill</i>       | Alteration                                             |
| <i>Casting Time (secs)</i> | 1.75                                                   |
| <i>Duration</i>            | Instantaneous                                          |
| <i>Range</i>               | 200 feet                                               |
| <i>Target</i>              | Anyone(flows to you)                                   |
| <i>Resistance Invoked</i>  | Magic                                                  |
| <i>Effect</i>              |                                                        |
| <i>Damage (HP)</i>         | 7 + 1 / 2 levels (max 11)                              |
| <i>Target's Reaction</i>   | Target staggers. (You feel your lifeforce drain away.) |

**Lifetap**

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Necromancer (1), Shadow Knight (9)                     |
| <i>Mana Cost</i>           | 9                                                      |
| <i>Casting Skill</i>       | Alteration                                             |
| <i>Casting Time (secs)</i> | 1.5                                                    |
| <i>Duration</i>            | Instantaneous                                          |
| <i>Range</i>               | 200 feet                                               |
| <i>Target</i>              | Anyone (HP flow to you)                                |
| <i>Resistance Invoked</i>  | Magic                                                  |
| <i>Effect</i>              |                                                        |
| <i>Damage</i>              | 3 HP + 1 / 2 levels (max 5)                            |
| <i>Target's Reaction</i>   | Target staggers. (You feel your lifeforce drain away.) |

**Light Healing**

|                            |                                                              |
|----------------------------|--------------------------------------------------------------|
| <i>Casters</i>             | Cleric (5), Druid (9), Paladin (15), Ranger (22), Shaman (9) |
| <i>Mana Cost</i>           | 25                                                           |
| <i>Casting Skill</i>       | Alteration                                                   |
| <i>Casting Time (secs)</i> | 2                                                            |
| <i>Duration</i>            | Instantaneous                                                |
| <i>Range</i>               | 100 feet                                                     |
| <i>Target</i>              | Anyone                                                       |
| <i>Resistance Invoked</i>  | None                                                         |
| <i>Effect</i>              |                                                              |
| <i>Healing (HP)</i>        | 24 + 1 / 2 levels (max 33)                                   |

**Lightning Blast**

|                          |                                                                            |
|--------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (49)                                                                 |
| <i>Casting Skill</i>     | Evocation                                                                  |
| <i>Target's Reaction</i> | Target has been struck by lightning. (Lightning surges through your body.) |

**Lightning Bolt**

|                            |                                                                |
|----------------------------|----------------------------------------------------------------|
| <i>Casters</i>             | Wizard (16)                                                    |
| <i>Mana Cost</i>           | 85                                                             |
| <i>Casting Skill</i>       | Evocation                                                      |
| <i>Casting Time (secs)</i> | 2.7                                                            |
| <i>Duration</i>            | Instantaneous                                                  |
| <i>Range</i>               | 300 feet                                                       |
| <i>Target</i>              | Anyone                                                         |
| <i>Resistance Invoked</i>  | Magic                                                          |
| <i>Effects</i>             |                                                                |
| <i>Damage</i>              | 85 HP + 2/level (max 125)                                      |
| <i>Knockback</i>           | 1/3 foot                                                       |
| <i>Target's Reaction</i>   | Target's body spasms as a bolt of lightning arcs through them. |

**Lightning Shock**

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Wizard (39)            |
| <i>Casting Skill</i>     | Evocation              |
| <i>Target's Reaction</i> | Target's skin ignites. |

**Lightning Storm**

|                               |                                                            |
|-------------------------------|------------------------------------------------------------|
| <i>Casters</i>                | Wizard (24)                                                |
| <i>Mana Cost</i>              | 137                                                        |
| <i>Casting Skill</i>          | Evocation                                                  |
| <i>Casting Time (secs)</i>    | 3.6                                                        |
| <i>Recasting Delay (secs)</i> | 14.5                                                       |
| <i>Duration</i>               | Instantaneous                                              |
| <i>Impact Duration (secs)</i> | 7.5                                                        |
| <i>Range</i>                  | 150 feet                                                   |
| <i>Radius of Effect</i>       | 25 feet                                                    |
| <i>Target</i>                 | Area                                                       |
| <i>Resistance Invoked</i>     | Magic                                                      |
| <i>Effect</i>                 |                                                            |
| <i>Damage</i>                 | 75 HP                                                      |
| <i>Target's Reaction</i>      | Target's skin blisters as lightning rains down from above. |

**Lightning Strike**

|                          |                                                                            |
|--------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (34)                                                                 |
| <i>Casting Skill</i>     | Evocation                                                                  |
| <i>Target's Reaction</i> | Target has been struck by lightning. (Lightning surges through your body.) |

**Listless Power**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Enchanter (29), Shaman (29) |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target looks frail.         |

**Locate Corpse**

|                               |                                    |
|-------------------------------|------------------------------------|
| <i>Casters</i>                | Necromancer (1), Shadow Knight (9) |
| <i>Mana Cost</i>              | 5                                  |
| <i>Casting Skill</i>          | Divination                         |
| <i>Casting Time (secs)</i>    | 1.5                                |
| <i>Recasting Delay (secs)</i> | 5.25                               |
| <i>Duration</i>               | Instantaneous                      |
| <i>Range</i>                  | 10,000 feet                        |
| <i>Radius of Effect</i>       | 1000 feet                          |
| <i>Target</i>                 | Yourself                           |
| <i>Resistance Invoked</i>     | None                               |
| <i>Effect</i>                 |                                    |
| <i>Locate Corpse</i>          |                                    |

# Spells: Lifetap-Malignant



## Lull

|                               |                                            |
|-------------------------------|--------------------------------------------|
| <b>Casters</b>                | Cleric (1), Enchanter (1),<br>Paladin (15) |
| <b>Mana Cost</b>              | 10                                         |
| <b>Casting Skill</b>          | Alteration                                 |
| <b>Casting Time (secs)</b>    | 1.5                                        |
| <b>Recasting Delay (secs)</b> | 5.25                                       |
| <b>Duration (minutes)</b>     | 1 + 12 secs/level (max 2)                  |
| <b>Range</b>                  | 200 feet                                   |
| <b>Target</b>                 | Anyone                                     |
| <b>Resistance Invoked</b>     | Magic                                      |
| <b>Effects</b>                |                                            |
| Target React Range            | 15 feet                                    |
| Target's Help Radius          | 15 feet                                    |
| <b>Target's Reaction</b>      | Target looks less aggressive.              |



## Lull Animal

|                                   |                           |
|-----------------------------------|---------------------------|
| <b>Casters</b>                    | Druid (1), Ranger (9)     |
| <b>Mana Cost</b>                  | 10                        |
| <b>Casting Skill</b>              | Alteration                |
| <b>Casting Time (secs)</b>        | 1.5                       |
| <b>Recasting Delay (secs)</b>     | 5.25                      |
| <b>Duration (minutes)</b>         | 1 + 12 secs/level (max 2) |
| <b>Range</b>                      | 200 feet                  |
| <b>Target</b>                     | Animal                    |
| <b>Resistance Invoked</b>         | Magic                     |
| <b>Effects</b>                    |                           |
| Target React Range                | 15 feet                   |
| Target's Help Radius              | 25 feet                   |
| Target much less likely to attack |                           |



## Lure of Flame

|                          |                                                                           |
|--------------------------|---------------------------------------------------------------------------|
| <b>Casters</b>           | Wizard (55)                                                               |
| <b>Casting Skill</b>     | Evocation                                                                 |
| <b>Target's Reaction</b> | Target succumbs to the lure of flame. (You succumb to the lure of flame.) |



## Lure of Frost

|                          |                                       |
|--------------------------|---------------------------------------|
| <b>Casters</b>           | Wizard (52)                           |
| <b>Casting Skill</b>     | Evocation                             |
| <b>Target's Reaction</b> | Target succumbs to the lure of frost. |



## Lure of Ice

|                          |                                     |
|--------------------------|-------------------------------------|
| <b>Casters</b>           | Wizard (60)                         |
| <b>Casting Skill</b>     | Evocation                           |
| <b>Target's Reaction</b> | Target succumbs to the lure of ice. |



## Lure of Lightning

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <b>Casters</b>           | Wizard (58)                                                                   |
| <b>Casting Skill</b>     | Evocation                                                                     |
| <b>Target's Reaction</b> | Target succumbs to lure of lightning. (You succumb to the lure of lightning.) |



## Magnify

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <b>Casters</b>           | Wizard (29)                                     |
| <b>Casting Skill</b>     | Divination                                      |
| <b>Target's Reaction</b> | Target's eyes gleam. (Your eyes feel stronger.) |



## Major Shielding

|                            |                                                                    |
|----------------------------|--------------------------------------------------------------------|
| <b>Casters</b>             | Enchanter (24), Magician (24),<br>Necromancer (24),<br>Wizard (24) |
| <b>Mana Cost</b>           | 80                                                                 |
| <b>Casting Skill</b>       | Abjuration                                                         |
| <b>Casting Time (secs)</b> | 5                                                                  |
| <b>Duration (minutes)</b>  | 45                                                                 |
| <b>Range</b>               | 0 feet                                                             |
| <b>Target</b>              | Yourself                                                           |
| <b>Resistance Invoked</b>  | None                                                               |
| <b>Effects</b>             |                                                                    |
| Bonus HP                   | 45 +1/level (max 75)                                               |
| AC boost                   | 32 +1/level (max 60)                                               |
| Resist Magic boost         | 14                                                                 |
| <b>Target's Reaction</b>   | (You feel armored.)                                                |



## Mala

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <b>Casters</b>           | Magician (60)                                                |
| <b>Casting Skill</b>     | Alteration                                                   |
| <b>Target's Reaction</b> | Target looks very uncomfortable. (You feel very vulnerable.) |



## Malignant Dead

|                      |                                         |
|----------------------|-----------------------------------------|
| <b>Casters</b>       | Necromancer (39), Shadow<br>Knight (52) |
| <b>Casting Skill</b> | Conjuration                             |

**Malise**

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Magician (24), Shaman (19) |
| <i>Mana Cost</i>              | 60                         |
| <i>Casting Skill</i>          | Alteration                 |
| <i>Casting Time (secs)</i>    | 3                          |
| <i>Recasting Delay (secs)</i> | 8.25                       |
| <i>Duration (minutes)</i>     | 1 + 12 secs/level          |
| <i>Range</i>                  | 200 feet                   |
| <i>Target</i>                 | Anyone                     |
| <i>Resistance Invoked</i>     | Magic                      |
| <i>Effects</i>                |                            |

*Cold, Fire, Magic,  
Poison Res. lowered*

|                          |                             |
|--------------------------|-----------------------------|
|                          | 6 + 1 / 2 levels (max 20)   |
| <i>Target's Reaction</i> | Target looks uncomfortable. |

**Malisement**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Magician (44), Shaman (34)  |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target looks uncomfortable. |

**Malo**

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Shaman (60)                                                     |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target looks very uncomfortable.<br>(You feel very vulnerable.) |

**Malosi**

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Magician (51), Shaman (49)       |
| <i>Casting Skill</i>     | Alteration                       |
| <i>Target's Reaction</i> | Target looks very uncomfortable. |

**Malosini**

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Magician (58), Shaman (57)                                      |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target looks very uncomfortable.<br>(You feel very vulnerable.) |

**Mana Sieve**

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (34)                                                      |
| <i>Casting Skill</i>     | Alteration                                                          |
| <i>Target's Reaction</i> | Target staggers in pain. (You feel your mental energies slip away.) |

**Manasink**

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (58)                                                                   |
| <i>Casting Skill</i>     | Abjuration                                                                    |
| <i>Target's Reaction</i> | Target's skin is slicked in a silver glow. (A silver force slicks your skin.) |

**Manaskin**

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Necromancer (52), Wizard (52)                   |
| <i>Casting Skill</i>     | Abjuration                                      |
| <i>Target's Reaction</i> | Target's skin gleams with an incandescent glow. |

**Manastorm**

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Magician (59)                                             |
| <i>Casting Skill</i>     | Evocation                                                 |
| <i>Target's Reaction</i> | Target's skin numbs as deadly mana rains down from above. |

**Maniacal Strength**

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (57)                                                                            |
| <i>Casting Skill</i>     | Alteration                                                                             |
| <i>Target's Reaction</i> | Target's muscles fill with maniacal strength. (You are filled with maniacal strength.) |

**Mark of Karn**

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Cleric (56)                            |
| <i>Casting Skill</i>     | Abjuration                             |
| <i>Target's Reaction</i> | Target's skin gleams with a pure aura. |

**Markar's Clash**

|                          |                    |
|--------------------------|--------------------|
| <i>Casters</i>           | Wizard (49)        |
| <i>Casting Skill</i>     | Evocation          |
| <i>Target's Reaction</i> | Target is stunned. |

**Markar's Discord**

|                          |                    |
|--------------------------|--------------------|
| <i>Casters</i>           | Wizard (56)        |
| <i>Casting Skill</i>     | Evocation          |
| <i>Target's Reaction</i> | Target is stunned. |

**Markar's Relocation**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (39)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Mask of the Hunter**

|                          |                            |
|--------------------------|----------------------------|
| <i>Casters</i>           | Druid (60)                 |
| <i>Casting Skill</i>     | Alteration                 |
| <i>Target's Reaction</i> | Target's features sharpen. |

**Memory Blur**

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| <i>Casters</i>                | Enchanter (12)                                       |
| <i>Mana Cost</i>              | 40                                                   |
| <i>Casting Skill</i>          | Alteration                                           |
| <i>Casting Time (secs)</i>    | 2.5                                                  |
| <i>Recasting Delay (secs)</i> | 14.25                                                |
| <i>Duration</i>               | Instantaneous                                        |
| <i>Range</i>                  | 200 feet                                             |
| <i>Target</i>                 | Anyone                                               |
| <i>Resistance Invoked</i>     | Magic                                                |
| <i>Effect</i>                 |                                                      |
|                               | NPC Hate List erased                                 |
| <i>Target's Reaction</i>      | Target blinks a few times. (You feel your mind fog.) |



# Spells: Malise-Minor



## Memory Flux

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <b>Casters</b>           | Enchanter (55)                                          |
| <b>Casting Skill</b>     | Alteration                                              |
| <b>Target's Reaction</b> | Target blinks a few times.<br>(You feel your mind fog.) |



## Mend Bones

|                               |                          |
|-------------------------------|--------------------------|
| <b>Casters</b>                | Necromancer (8)          |
| <b>Mana Cost</b>              | 25                       |
| <b>Casting Skill</b>          | Alteration               |
| <b>Casting Time (secs)</b>    | 3.5                      |
| <b>Recasting Delay (secs)</b> | 9                        |
| <b>Duration</b>               | Instantaneous            |
| <b>Range</b>                  | 100 feet                 |
| <b>Target</b>                 | Undead                   |
| <b>Resistance Invoked</b>     | None                     |
| <b>Effect</b>                 |                          |
| <b>Healing</b>                | 25 HP + 1/level (max 50) |
| <b>Target's Reaction</b>      | Target begins to mend.   |



## Mesmerization

|                            |                             |
|----------------------------|-----------------------------|
| <b>Casters</b>             | Enchanter (16)              |
| <b>Mana Cost</b>           | 70                          |
| <b>Casting Skill</b>       | Conjuration                 |
| <b>Casting Time (secs)</b> | 3                           |
| <b>Duration (secs)</b>     | 24                          |
| <b>Range</b>               | 200 feet                    |
| <b>Radius of Effect</b>    | 30 feet                     |
| <b>Target</b>              | Area                        |
| <b>Resistance Invoked</b>  | Magic                       |
| <b>Effect</b>              |                             |
| <b>Mesmerization</b>       |                             |
| <b>Target's Reaction</b>   | Target has been mesmerized. |



## Mesmerize

|                            |                             |
|----------------------------|-----------------------------|
| <b>Casters</b>             | Enchanter (4)               |
| <b>Mana Cost</b>           | 20                          |
| <b>Casting Skill</b>       | Conjuration                 |
| <b>Casting Time (secs)</b> | 2.5                         |
| <b>Duration (secs)</b>     | 24                          |
| <b>Range</b>               | 200 feet                    |
| <b>Target</b>              | Anyone                      |
| <b>Resistance Invoked</b>  | Magic                       |
| <b>Effect</b>              |                             |
| <b>Mesmerization</b>       |                             |
| <b>Target's Reaction</b>   | Target has been mesmerized. |



## Mind Wipe

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <b>Casters</b>           | Enchanter (39)                                          |
| <b>Casting Skill</b>     | Alteration                                              |
| <b>Target's Reaction</b> | Target blinks a few times.<br>(You feel your mind fog.) |



## Minion of Shadows

|                      |                  |
|----------------------|------------------|
| <b>Casters</b>       | Necromancer (53) |
| <b>Casting Skill</b> | Conjuration      |



## Minor Conjuration: Air

|                      |               |
|----------------------|---------------|
| <b>Casters</b>       | Magician (34) |
| <b>Casting Skill</b> | Conjuration   |



## Minor Conjuration: Earth

|                      |               |
|----------------------|---------------|
| <b>Casters</b>       | Magician (34) |
| <b>Casting Skill</b> | Conjuration   |



## Minor Conjuration: Fire

|                      |               |
|----------------------|---------------|
| <b>Casters</b>       | Magician (34) |
| <b>Casting Skill</b> | Conjuration   |



## Minor Conjuration: Water

|                      |               |
|----------------------|---------------|
| <b>Casters</b>       | Magician (34) |
| <b>Casting Skill</b> | Conjuration   |



## Minor Healing

|                            |                                                            |
|----------------------------|------------------------------------------------------------|
| <b>Casters</b>             | Cleric (1), Druid (1), Paladin (9), Ranger (9), Shaman (1) |
| <b>Mana Cost</b>           | 10                                                         |
| <b>Casting Skill</b>       | Alteration                                                 |
| <b>Casting Time (secs)</b> | 1                                                          |
| <b>Duration</b>            | Instantaneous                                              |
| <b>Range</b>               | 100 feet                                                   |
| <b>Target</b>              | Anyone                                                     |
| <b>Resistance Invoked</b>  | None                                                       |
| <b>Effect</b>              |                                                            |
| <b>Healing</b>             | 10 HP                                                      |
| <b>Target's Reaction</b>   | Target feels a little better.                              |



## Minor Illusion

|                               |                           |
|-------------------------------|---------------------------|
| <b>Casters</b>                | Enchanter (1)             |
| <b>Mana Cost</b>              | 10                        |
| <b>Casting Skill</b>          | Divination                |
| <b>Casting Time (secs)</b>    | 3                         |
| <b>Recasting Delay (secs)</b> | 8.25                      |
| <b>Duration (minutes)</b>     | 3 x level (max 36)        |
| <b>Range</b>                  | 0 feet                    |
| <b>Target</b>                 | Yourself                  |
| <b>Resistance Invoked</b>     | None                      |
| <b>Effects</b>                |                           |
| <b>Change Form</b>            | to that of nearest object |
| <b>Movement Rate loss</b>     | Immobile                  |
| <b>Target's Reaction</b>      | (You feel different.)     |

**Minor Shielding**

|                            |                                                                   |
|----------------------------|-------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (1), Magician (1), Necromancer (1), Wizard (1)          |
| <i>Mana Cost</i>           | 10                                                                |
| <i>Casting Skill</i>       | Abjuration                                                        |
| <i>Casting Time (secs)</i> | 2.5                                                               |
| <i>Duration (minutes)</i>  | 3 + 3 x level (max 27)                                            |
| <i>Range</i>               | 0 feet                                                            |
| <i>Target</i>              | Yourself                                                          |
| <i>Resistance Invoked</i>  | None                                                              |
| <i>Effects</i>             |                                                                   |
| <i>Bonus HP</i>            | 5 + 1/level (max 10)                                              |
| <i>AC boost</i>            | 10 + 1/level (max 15)                                             |
| <i>Target's Reaction</i>   | Target is surrounded by a translucent shield. (You feel armored.) |

**Minor Summoning: Air**

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Magician (16)                                |
| <i>Mana Cost</i>           | 160                                          |
| <i>Casting Skill</i>       | Conjuration                                  |
| <i>Components</i>          | Broom of Trilon (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 9                                            |
| <i>Duration</i>            | Instantaneous                                |
| <i>Range</i>               | 0 feet                                       |
| <i>Target</i>              | Yourself                                     |
| <i>Resistance Invoked</i>  | None                                         |
| <i>Effect</i>              |                                              |
| <i>Summon Elemental</i>    | Air Elemental (Circle 5)                     |

**Minor Summoning: Earth**

|                            |                                             |
|----------------------------|---------------------------------------------|
| <i>Casters</i>             | Magician (16)                               |
| <i>Mana Cost</i>           | 160                                         |
| <i>Casting Skill</i>       | Conjuration                                 |
| <i>Components</i>          | Shovel of Ponz (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 9                                           |
| <i>Duration</i>            | Instantaneous                               |
| <i>Range</i>               | 0 feet                                      |
| <i>Target</i>              | Yourself                                    |
| <i>Resistance Invoked</i>  | None                                        |
| <i>Effect</i>              |                                             |
| <i>Summon Elemental</i>    | Earth Elemental (Circle 5)                  |

**Minor Summoning: Fire**

|                      |                                            |
|----------------------|--------------------------------------------|
| <i>Casters</i>       | Magician (16)                              |
| <i>Mana Cost</i>     | 160                                        |
| <i>Casting Skill</i> | Conjuration                                |
| <i>Components</i>    | Torch of Alna (not consumed), Lapis Lazuli |

|                            |                           |
|----------------------------|---------------------------|
| <i>Casting Time (secs)</i> | 9                         |
| <i>Duration</i>            | Instantaneous             |
| <i>Range</i>               | 0 feet                    |
| <i>Target</i>              | Yourself                  |
| <i>Resistance Invoked</i>  | None                      |
| <i>Effect</i>              |                           |
| <i>Summon Elemental</i>    | Fire Elemental (Circle 5) |

**Minor Summoning: Water**

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Magician (16)                                |
| <i>Mana Cost</i>           | 160                                          |
| <i>Casting Skill</i>       | Conjuration                                  |
| <i>Components</i>          | Stein of Ulissa (not consumed), Lapis Lazuli |
| <i>Casting Time (secs)</i> | 9                                            |
| <i>Duration</i>            | Instantaneous                                |
| <i>Range</i>               | 0 feet                                       |
| <i>Target</i>              | Yourself                                     |
| <i>Resistance Invoked</i>  | None                                         |
| <i>Effect</i>              |                                              |
| <i>Summon Elemental</i>    | Water Elemental (Circle 5)                   |

**Mircyl's Animation**

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Enchanter (8)                        |
| <i>Mana Cost</i>              | 45                                   |
| <i>Casting Skill</i>          | Conjuration                          |
| <i>Components</i>             | 3 Tiny Daggers                       |
| <i>Casting Time (secs)</i>    | 3                                    |
| <i>Recasting Delay (secs)</i> | 8.25                                 |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 0 feet                               |
| <i>Target</i>                 | Yourself                             |
| <i>Resistance Invoked</i>     | None                                 |
| <i>Effect</i>                 |                                      |
| <i>Summon Animation</i>       | Animated Sword and Shield (Circle 3) |

**Mist**

|                            |                       |
|----------------------------|-----------------------|
| <i>Casters</i>             | Enchanter (12)        |
| <i>Mana Cost</i>           | 30                    |
| <i>Casting Skill</i>       | Abjuration            |
| <i>Casting Time (secs)</i> | 3                     |
| <i>Duration (minutes)</i>  | 27                    |
| <i>Range</i>               | 100 feet              |
| <i>Target</i>              | Anyone                |
| <i>Resistance Invoked</i>  | None                  |
| <i>Effect</i>              |                       |
| <i>AC boost</i>            | 9 + 1/level (max 25)  |
| <i>Target's Reaction</i>   | Target's image blurs. |

# Spells: Minor-Numb



## Modulating Rod

Casters Magician (44)  
Casting Skill Conjuration



## Mortal Deftness

Casters Shaman (58)  
Casting Skill Alteration  
Target's Reaction Target begins to move with mortal deftness. (Your muscles move with mortal deftness.)



## Muzzle of Mardu

Casters Magician (56)  
Casting Skill Conjuration



## Natureskin

Casters Druid (57)  
Casting Skill Abjuration  
Target's Reaction Target's skin shimmers.



## Nek Gate

Casters Wizard (24)  
Mana Cost 150  
Casting Skill Alteration  
Casting Time (secs) 7  
Recasting Delay (secs) 12.25  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect  
Teleports you to Nektulos Forest  
Target's Reaction Target fades away.



## Nek Portal

Casters Wizard (34)  
Casting Skill Alteration  
Target's Reaction Target creates a shimmering portal.



## Nimble

Casters Shaman (34)  
Casting Skill Alteration  
Target's Reaction Target looks nimble.



## North Gate

Casters Wizard (20)  
Mana Cost 150  
Casting Skill Alteration  
Casting Time (secs) 7  
Recasting Delay (secs) 12.25  
Duration Instantaneous  
Range 0 feet  
Target Yourself  
Resistance Invoked None  
Effect  
Teleports you to North Karana  
Target's Reaction Target fades away.



## North Portal

Casters Wizard (29)  
Casting Skill Alteration  
Target's Reaction Target creates a shimmering portal.



## Nullify Magic

Casters Cleric (39), Druid (44), Enchanter (29), Magician (34), Necromancer (39), Paladin (58), Ranger (58), Shadow Knight (58), Shaman (44), Wizard (34)  
Casting Skill Abjuration  
Target's Reaction Target feels dispelled.



## Numb the Dead

Casters Necromancer (4), Shadow Knight (15)  
Mana Cost 20  
Casting Skill Abjuration  
Component Bone Chips (1)  
Casting Time (secs) 2  
Recasting Delay (secs) 5.25  
Duration (minutes) 1 + 6 secs/level (max 2)  
Range 200 feet  
Target Undead  
Resistance Invoked Magic  
Effects  
Target React Range 15 feet  
Target's Help Radius 25 feet  
Target much less likely to attack  
Target's Reaction Target looks ambivalent.





### **Numbing Cold**

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Wizard (1)                |
| <i>Mana Cost</i>              | 13                        |
| <i>Casting Skill</i>          | Evocation                 |
| <i>Casting Time (secs)</i>    | 1.35                      |
| <i>Recasting Delay (secs)</i> | 8.5                       |
| <i>Duration</i>               | Instantaneous             |
| <i>Range</i>                  | 0 feet                    |
| <i>Radius of Effect</i>       | 25 feet                   |
| <i>Target</i>                 | Area (but not your group) |
| <i>Resistance Invoked</i>     | Cold                      |
| <i>Effects</i>                |                           |
| <i>Damage</i>                 | 5 HP + 1/level (max 7)    |
| <i>Knockback</i>              | 1 foot                    |
| <i>Target's Reaction</i>      | Target looks stone cold.  |



### **Obscure**

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (29)                                                      |
| <i>Casting Skill</i>     | Abjuration                                                          |
| <i>Target's Reaction</i> | Target's image shifts out of focus. (Your image has been obscured.) |



### **O'Keils Radiation**

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Wizard (4)                |
| <i>Mana Cost</i>              | 15                        |
| <i>Casting Skill</i>          | Abjuration                |
| <i>Casting Time (secs)</i>    | 3                         |
| <i>Recasting Delay (secs)</i> | 8.25                      |
| <i>Duration (minutes)</i>     | Same as level + 10        |
| <i>Range</i>                  | 100 feet                  |
| <i>Target</i>                 | Anyone                    |
| <i>Resistance Invoked</i>     | Fire                      |
| <i>Effects</i>                |                           |
| <i>Reflect Damage</i>         | 2 HP                      |
| <i>Resist Fire boost</i>      | 5 + 1 / 2 levels (max 10) |
| <i>Target's Reaction</i>      | Target begins to radiate. |



### **Overwhelming Splendor**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (56)                                 |
| <i>Casting Skill</i>     | Alteration                                     |
| <i>Target's Reaction</i> | Target is adorned in an aura of radiant grace. |



### **Pacify**

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (39), Enchanter (39),<br>Paladin (51)                         |
| <i>Casting Skill</i>     | Alteration                                                           |
| <i>Target's Reaction</i> | Target looks less aggressive.<br>(You feel your aggression subside.) |



### **Pack Chloroplast**

|                          |                              |
|--------------------------|------------------------------|
| <i>Casters</i>           | Druid (49)                   |
| <i>Casting Skill</i>     | Alteration                   |
| <i>Target's Reaction</i> | Target begins to regenerate. |



### **Pack Regeneration**

|                          |                              |
|--------------------------|------------------------------|
| <i>Casters</i>           | Druid (39)                   |
| <i>Casting Skill</i>     | Alteration                   |
| <i>Target's Reaction</i> | Target begins to regenerate. |



### **Pack Spirit**

|                          |                                              |
|--------------------------|----------------------------------------------|
| <i>Casters</i>           | Druid (39)                                   |
| <i>Casting Skill</i>     | Alteration                                   |
| <i>Target's Reaction</i> | Target is surrounded by a brief lupine aura. |



### **Pact of Shadow**

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (44)                                                   |
| <i>Casting Skill</i>     | Alteration                                                         |
| <i>Target's Reaction</i> | Target pulses with a blue-green aura. (Your wounds begin to heal.) |



### **Panic Animal**

|                               |            |
|-------------------------------|------------|
| <i>Casters</i>                | Druid (1)  |
| <i>Mana Cost</i>              | 10         |
| <i>Casting Skill</i>          | Alteration |
| <i>Casting Time (secs)</i>    | 2          |
| <i>Recasting Delay (secs)</i> | 6.25       |
| <i>Duration (secs)</i>        | 18         |
| <i>Range</i>                  | 200 feet   |
| <i>Target</i>                 | Animal     |
| <i>Resistance Invoked</i>     | Magic      |
| <i>Effect</i>                 |            |
| <i>Fear</i>                   | Low-level  |



### **Panic the Dead**

|                          |                                                               |
|--------------------------|---------------------------------------------------------------|
| <i>Casters</i>           | Cleric (29), Necromancer (29),<br>Shadow Knight (54)          |
| <i>Casting Skill</i>     | Alteration                                                    |
| <i>Target's Reaction</i> | Target has the fear of life put in them. (Your bones tingle.) |



### **Paralyzing Earth**

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (56), Enchanter (49),<br>Necromancer (49), Shaman (56),<br>Wizard (49) |
| <i>Casting Skill</i>     | Alteration                                                                    |
| <i>Target's Reaction</i> | Target's feet adhere to the ground.                                           |

# Spells: Numbing-Plainsight



## Pendril's Animation

|                        |                                                       |
|------------------------|-------------------------------------------------------|
| Casters                | Enchanter (1)                                         |
| Mana Cost              | 12                                                    |
| Casting Skill          | Conjuration                                           |
| Component              | Tiny Dagger                                           |
| Casting Time (secs)    | 1.5                                                   |
| Recasting Delay (secs) | 4.25                                                  |
| Duration               | Instantaneous                                         |
| Range                  | 0 feet                                                |
| Target                 | Yourself                                              |
| Resistance Invoked     | None                                                  |
| Effect                 | Summon Animation Animated Sword and Shield (Circle 1) |



## Phantom Armor

|                   |                                                                     |
|-------------------|---------------------------------------------------------------------|
| Casters           | Magician (52)                                                       |
| Casting Skill     | Abjuration                                                          |
| Target's Reaction | Target dons gleaming armor. (You are covered in illusionary armor.) |



## Phantom Chain

|                   |                                                                                |
|-------------------|--------------------------------------------------------------------------------|
| Casters           | Magician (29)                                                                  |
| Casting Skill     | Abjuration                                                                     |
| Target's Reaction | Target dons chainmail armor. (You are covered in illusionary chainmail armor.) |



## Phantom Leather

|                     |                                                                            |
|---------------------|----------------------------------------------------------------------------|
| Casters             | Magician (16)                                                              |
| Mana Cost           | 60                                                                         |
| Casting Skill       | Abjuration                                                                 |
| Component           | Cat's Eye Agate                                                            |
| Casting Time (secs) | 4                                                                          |
| Duration (minutes)  | 45                                                                         |
| Range               | 0 feet                                                                     |
| Target              | Yourself                                                                   |
| Resistance Invoked  | None                                                                       |
| Effects             | Healing 1 HP<br>AC boost 20 + 1 / 2 levels (max 30)                        |
| Target's Reaction   | Target dons leather armor. (You are covered in illusionary leather armor.) |



## Phantom Plate

|                   |                                                                                |
|-------------------|--------------------------------------------------------------------------------|
| Casters           | Magician (44)                                                                  |
| Casting Skill     | Abjuration                                                                     |
| Target's Reaction | Target dons platemail armor. (You are covered in illusionary platemail armor.) |



## Pillage Enchantment

|               |                |
|---------------|----------------|
| Casters       | Enchanter (44) |
| Casting Skill | Abjuration     |



## Pillar of Fire

|                        |                                 |
|------------------------|---------------------------------|
| Casters                | Wizard (16)                     |
| Mana Cost              | 84                              |
| Casting Skill          | Evocation                       |
| Casting Time (secs)    | 3.15                            |
| Recasting Delay (secs) | 8.5                             |
| Duration               | Instantaneous                   |
| Range                  | 200 feet                        |
| Radius of Effect       | 15 feet                         |
| Target                 | Area                            |
| Resistance Invoked     | Fire                            |
| Effect                 | Damage 36 HP + 2/level (max 76) |
| Target's Reaction      | Target is immolated in flame.   |



## Pillar of Flame

|                   |                                           |
|-------------------|-------------------------------------------|
| Casters           | Wizard (57)                               |
| Casting Skill     | Evocation                                 |
| Target's Reaction | Target is immolated in a pillar of flame. |



## Pillar of Frost

|                   |                                             |
|-------------------|---------------------------------------------|
| Casters           | Wizard (51)                                 |
| Casting Skill     | Evocation                                   |
| Target's Reaction | Target is encased within a pillar of frost. |



## Pillar of Lightning

|                   |                                                      |
|-------------------|------------------------------------------------------|
| Casters           | Wizard (54)                                          |
| Casting Skill     | Evocation                                            |
| Target's Reaction | Target is immolated in a pillar of raging lightning. |



## Plague

|                   |                                                                   |
|-------------------|-------------------------------------------------------------------|
| Casters           | Necromancer (52), Shaman (49)                                     |
| Casting Skill     | Conjuration                                                       |
| Target's Reaction | Target sweats and shivers, looking feverish. (You feel feverish.) |



## Plainsight

|                   |                                                |
|-------------------|------------------------------------------------|
| Casters           | Wizard (55)                                    |
| Casting Skill     | Divination                                     |
| Target's Reaction | Target's eyes glow violet. (Your eyes tingle.) |

**Pagonip**

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Druid (24)                          |
| <i>Mana Cost</i>              | 125                                 |
| <i>Casting Skill</i>          | Evocation                           |
| <i>Casting Time (secs)</i>    | 3.5                                 |
| <i>Recasting Delay (secs)</i> | 14.5                                |
| <i>Duration</i>               | Instantaneous                       |
| <i>Impact Duration (secs)</i> | 7.5                                 |
| <i>Range</i>                  | 150 feet                            |
| <i>Radius of Effect</i>       | 20 feet                             |
| <i>Target</i>                 | Area                                |
| <i>Resistance Invoked</i>     | Cold                                |
| <i>Effect</i>                 |                                     |
| <i>Damage</i>                 | 62 HP                               |
| <i>Target's Reaction</i>      | Target is sheathed in ice crystals. |

**Poison Bolt**

|                            |                           |
|----------------------------|---------------------------|
| <i>Casters</i>             | Necromancer (4)           |
| <i>Mana Cost</i>           | 30                        |
| <i>Casting Skill</i>       | Conjuration               |
| <i>Casting Time (secs)</i> | 1.75                      |
| <i>Duration (secs)</i>     | 42                        |
| <i>Range</i>               | 200 feet                  |
| <i>Target</i>              | Anyone                    |
| <i>Resistance Invoked</i>  | Poison                    |
| <i>Effects</i>             |                           |
| <i>Poison</i>              | 1                         |
| <i>Immediate Dam.</i>      | 11 HP                     |
| <i>Subsequent Dam.</i>     | 5 HP/6 secs               |
| <i>Knockback</i>           | 1/2 foot                  |
| <i>Target's Reaction</i>   | Target has been poisoned. |

**Poison Storm**

|                               |                                                                           |
|-------------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>                | Shaman (24)                                                               |
| <i>Mana Cost</i>              | 125                                                                       |
| <i>Casting Skill</i>          | Evocation                                                                 |
| <i>Casting Time (secs)</i>    | 3.5                                                                       |
| <i>Recasting Delay (secs)</i> | 14.5                                                                      |
| <i>Duration</i>               | Instantaneous                                                             |
| <i>Impact Duration (secs)</i> | 7.5                                                                       |
| <i>Range</i>                  | 150 feet                                                                  |
| <i>Radius of Effect</i>       | 20 feet                                                                   |
| <i>Target</i>                 | Area                                                                      |
| <i>Resistance Invoked</i>     | Poison                                                                    |
| <i>Effect</i>                 |                                                                           |
| <i>Damage</i>                 | 60 HP                                                                     |
| <i>Target's Reaction</i>      | Target's skin blisters. (Your skin blisters as poison rains down on you.) |

**Pouch of Quellious**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (55) |
| <i>Casting Skill</i> | Conjuration   |

**Pox of Bertoxxulous**

|                          |                                              |
|--------------------------|----------------------------------------------|
| <i>Casters</i>           | Shaman (59)                                  |
| <i>Casting Skill</i>     | Conjuration                                  |
| <i>Target's Reaction</i> | Target's skin erupts in purulent pock marks. |

**Project Lightning**

|                               |                                                                        |
|-------------------------------|------------------------------------------------------------------------|
| <i>Casters</i>                | Wizard (16)                                                            |
| <i>Mana Cost</i>              | 85                                                                     |
| <i>Casting Skill</i>          | Evocation                                                              |
| <i>Casting Time (secs)</i>    | 2.5                                                                    |
| <i>Recasting Delay (secs)</i> | 8.5                                                                    |
| <i>Duration</i>               | Instantaneous                                                          |
| <i>Range</i>                  | 0 feet                                                                 |
| <i>Radius of Effect</i>       | 25 feet                                                                |
| <i>Target</i>                 | Area (but not your group)                                              |
| <i>Resistance Invoked</i>     | Magic                                                                  |
| <i>Effects</i>                |                                                                        |
| <i>Damage</i>                 | 41 HP + 1/level (max 62)                                               |
| <i>Knockback</i>              | 3 feet                                                                 |
| <i>Target's Reaction</i>      | Target is consumed by lightning. (Lightning bursts through your body.) |

**Protect**

|                               |                                                                     |
|-------------------------------|---------------------------------------------------------------------|
| <i>Casters</i>                | Shaman (24)                                                         |
| <i>Mana Cost</i>              | 75                                                                  |
| <i>Casting Skill</i>          | Abjuration                                                          |
| <i>Casting Time (secs)</i>    | 6                                                                   |
| <i>Recasting Delay (secs)</i> | 14.25                                                               |
| <i>Duration (minutes)</i>     | 36                                                                  |
| <i>Range</i>                  | 100 feet                                                            |
| <i>Target</i>                 | Anyone                                                              |
| <i>Resistance Invoked</i>     | None                                                                |
| <i>Effect</i>                 |                                                                     |
| <i>AC boost</i>               | 17 + 1/level (max 45)                                               |
| <i>Target's Reaction</i>      | Target is covered in an aura. (A protective aura settles over you.) |

**Purify Mana**

|                      |                |
|----------------------|----------------|
| <i>Casters</i>       | Enchanter (49) |
| <i>Casting Skill</i> | Alteration     |

**Pyrocruur**

|                          |                         |
|--------------------------|-------------------------|
| <i>Casters</i>           | Necromancer (58)        |
| <i>Casting Skill</i>     | Alteration              |
| <i>Target's Reaction</i> | Target's blood ignites. |

# Spells: Pogonip-Rain



## Quickness

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Enchanter (16), Shaman (29)                            |
| <i>Mana Cost</i>           | 80                                                     |
| <i>Casting Skill</i>       | Alteration                                             |
| <i>Casting Time (secs)</i> | 3.1                                                    |
| <i>Duration (minutes)</i>  | 1 + 12 secs/level (max 11)                             |
| <i>Range</i>               | 100 feet                                               |
| <i>Target</i>              | Anyone                                                 |
| <i>Resistance Invoked</i>  | None                                                   |
| <i>Effect</i>              | Attack Speed boost 20% + 1% / 2 levels (max 30% boost) |
| <i>Target's Reaction</i>   | Target feels much faster.                              |



## Quiver of Marr

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (53) |
| <i>Casting Skill</i> | Conjuration   |



## Quivering Veil of Xarn

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Necromancer (58)                                          |
| <i>Casting Skill</i>     | Abjuration                                                |
| <i>Target's Reaction</i> | Target has been surrounded by the Quivering Veil of Xarn. |



## Radiant Visage

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (34)                                               |
| <i>Casting Skill</i>     | Alteration                                                   |
| <i>Target's Reaction</i> | Target's face takes on a radiant visage. (You feel radiant.) |



## Radius of Fear 2

|                               |                                                        |
|-------------------------------|--------------------------------------------------------|
| <i>Casters</i>                | Cleric (24)                                            |
| <i>Mana Cost</i>              | 120                                                    |
| <i>Casting Skill</i>          | Alteration                                             |
| <i>Casting Time (secs)</i>    | 4.5                                                    |
| <i>Recasting Delay (secs)</i> | 11.25                                                  |
| <i>Duration</i>               | Instantaneous                                          |
| <i>Range</i>                  | 200 feet                                               |
| <i>Radius of Effect</i>       | 10 feet                                                |
| <i>Target</i>                 | Area                                                   |
| <i>Resistance Invoked</i>     | Magic                                                  |
| <i>Effect</i>                 | Stun 6 seconds                                         |
| <i>Target's Reaction</i>      | Target looks very afraid. (Your mind fills with fear.) |



## Rage

|                          |                                                                       |
|--------------------------|-----------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (49)                                                           |
| <i>Casting Skill</i>     | Abjuration                                                            |
| <i>Target's Reaction</i> | Target goes berserk. (You lose yourself in your rage and go berserk.) |



## Rage of Zomm

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (55) |
| <i>Casting Skill</i> | Conjuration   |



## Raging Strength

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Shaman (29) |
| <i>Casting Skill</i> | Alteration  |

*Target's Reaction* Target looks stronger.



## Rain of Blades

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| <i>Casters</i>                | Magician (12)                                        |
| <i>Mana Cost</i>              | 62                                                   |
| <i>Casting Skill</i>          | Evocation                                            |
| <i>Casting Time (secs)</i>    | 2.75                                                 |
| <i>Recasting Delay (secs)</i> | 14.5                                                 |
| <i>Duration</i>               | Instantaneous                                        |
| <i>Impact Duration (secs)</i> | 7.5                                                  |
| <i>Range</i>                  | 150 feet                                             |
| <i>Radius of Effect</i>       | 20 feet                                              |
| <i>Target</i>                 | Area                                                 |
| <i>Resistance Invoked</i>     | Magic                                                |
| <i>Effect</i>                 | Damage 26 HP                                         |
| <i>Target's Reaction</i>      | Target's skin shreds as blades rain down from above. |



## Rain of Fire

|                               |                                                       |
|-------------------------------|-------------------------------------------------------|
| <i>Casters</i>                | Magician (20)                                         |
| <i>Mana Cost</i>              | 125                                                   |
| <i>Casting Skill</i>          | Evocation                                             |
| <i>Casting Time (secs)</i>    | 3.5                                                   |
| <i>Recasting Delay (secs)</i> | 14.5                                                  |
| <i>Duration</i>               | Instantaneous                                         |
| <i>Impact Duration (secs)</i> | 7.5                                                   |
| <i>Range</i>                  | 150 feet                                              |
| <i>Radius of Effect</i>       | 20 feet                                               |
| <i>Target</i>                 | Area                                                  |
| <i>Resistance Invoked</i>     | Fire                                                  |
| <i>Effect</i>                 | Damage 56 HP                                          |
| <i>Target's Reaction</i>      | Target's skin blisters as fire rains down from above. |



## Rain of Lava

|                          |                                                       |
|--------------------------|-------------------------------------------------------|
| <i>Casters</i>           | Magician (39)                                         |
| <i>Casting Skill</i>     | Evocation                                             |
| <i>Target's Reaction</i> | Target's skin blisters as lava rains down from above. |



## Rain of Spikes

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Magician (29)                                        |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target's skin shreds as spikes rain down from above. |

**Rain of Swords**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Magician (49)                                        |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target's skin shreds as swords rain down from above. |

**Rampage**

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Enchanter (39)                                            |
| <i>Casting Skill</i>     | Alteration                                                |
| <i>Target's Reaction</i> | Target begins to rampage. (You feel the urge to rampage.) |

**Rapacious Subversion**

|                               |                                                                 |
|-------------------------------|-----------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (24)                                                |
| <i>Mana Cost</i>              | 200                                                             |
| <i>Casting Skill</i>          | Alteration                                                      |
| <i>Casting Time (secs)</i>    | 3                                                               |
| <i>Recasting Delay (secs)</i> | 10.25                                                           |
| <i>Duration</i>               | Instantaneous                                                   |
| <i>Range</i>                  | 200 feet                                                        |
| <i>Target</i>                 | Anyone                                                          |
| <i>Resistance Invoked</i>     | None                                                            |
| <i>Effect</i>                 | Mana boost 60                                                   |
| <i>Target's Reaction</i>      | Target twitches. (A foreign surge of mana refreshes your mind.) |

**Rapture**

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Enchanter (59)                   |
| <i>Casting Skill</i>     | Conjuration                      |
| <i>Target's Reaction</i> | Target swoons in raptured bliss. |

**Recant Magic**

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (53)                                                                         |
| <i>Casting Skill</i>     | Abjuration                                                                             |
| <i>Target's Reaction</i> | Target's enchantments begin to fade. (You feel your enchantments being stripped away.) |

**Reckless Strength**

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Cleric (5), Paladin (22) |
| <i>Mana Cost</i>              | 30                       |
| <i>Casting Skill</i>          | Alteration               |
| <i>Casting Time (secs)</i>    | 3                        |
| <i>Recasting Delay (secs)</i> | 8.25                     |
| <i>Duration (minutes)</i>     | 3                        |
| <i>Range</i>                  | 100 feet                 |
| <i>Target</i>                 | Anyone                   |

**Resistance Invoked**

None

**Effect**

STR boost 20 - 1 / 6 seconds (ending at -10 STR)

**Target's Reaction**

Target's muscles bulge with reckless strength. (Your muscles erupt with r. s.)

**Reckoning**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (54)                                          |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target has been struck by the judgement of the gods. |

**Reclaim Energy**

|                            |                                              |
|----------------------------|----------------------------------------------|
| <i>Casters</i>             | Enchanter (1), Magician (1), Necromancer (1) |
| <i>Mana Cost</i>           | 5                                            |
| <i>Casting Skill</i>       | Conjuration                                  |
| <i>Casting Time (secs)</i> | 2.5                                          |
| <i>Duration</i>            | Instantaneous                                |
| <i>Range</i>               | 100 feet                                     |
| <i>Target</i>              | Your pet                                     |
| <i>Resistance Invoked</i>  | None                                         |
| <i>Effect</i>              | Reclaim Energy Restores a bit of mana        |
| <i>Target's Reaction</i>   | Target disperses.                            |

**Regeneration**

|                            |                              |
|----------------------------|------------------------------|
| <i>Casters</i>             | Druid (34), Shaman (24)      |
| <i>Mana Cost</i>           | 100                          |
| <i>Casting Skill</i>       | Alteration                   |
| <i>Casting Time (secs)</i> | 6                            |
| <i>Duration (minutes)</i>  | 1 + 18 secs/level            |
| <i>Range</i>               | 100 feet                     |
| <i>Target</i>              | Anyone                       |
| <i>Resistance Invoked</i>  | None                         |
| <i>Effect</i>              | Healing 5 HP/6 secs          |
| <i>Target's Reaction</i>   | Target begins to regenerate. |

**Regrowth**

|                          |                             |
|--------------------------|-----------------------------|
| <i>Casters</i>           | Druid (54), Shaman (52)     |
| <i>Casting Skill</i>     | Alteration                  |
| <i>Target's Reaction</i> | Target begins to regenerate |

**Regrowth of the Grove**

|                          |                              |
|--------------------------|------------------------------|
| <i>Casters</i>           | Druid (58)                   |
| <i>Casting Skill</i>     | Alteration                   |
| <i>Target's Reaction</i> | Target begins to regenerate. |



# Spells: Rain-Resist



## Remedy

|                          |                            |
|--------------------------|----------------------------|
| <i>Casters</i>           | Cleric (51)                |
| <i>Casting Skill</i>     | Alteration                 |
| <i>Target's Reaction</i> | Target's wounds fade away. |



## Rend

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Wizard (49)                                             |
| <i>Casting Skill</i>     | Evocation                                               |
| <i>Target's Reaction</i> | Target screams as a magic force rends away their flesh. |



## Renew Bones

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (29) |
| <i>Casting Skill</i> | Alteration       |



## Renew Elements

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Magician (8)               |
| <i>Mana Cost</i>              | 25                         |
| <i>Casting Skill</i>          | Alteration                 |
| <i>Casting Time (secs)</i>    | 3                          |
| <i>Recasting Delay (secs)</i> | 9                          |
| <i>Duration</i>               | Instantaneous              |
| <i>Range</i>                  | 100 feet                   |
| <i>Target</i>                 | Your pet                   |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effect</i>                 |                            |
| <i>Healing</i>                | 25 HP + 1/level (max 50)   |
| <i>Target's Reaction</i>      | Target's form pulses blue. |



## Renew Summoning

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Magician (20)              |
| <i>Mana Cost</i>              | 100                        |
| <i>Casting Skill</i>          | Alteration                 |
| <i>Casting Time (secs)</i>    | 3.5                        |
| <i>Recasting Delay (secs)</i> | 10                         |
| <i>Duration</i>               | Instantaneous              |
| <i>Range</i>                  | 100 feet                   |
| <i>Target</i>                 | Your pet                   |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effect</i>                 |                            |
| <i>Healing</i>                | 100 HP + 2/level           |
| <i>Target's Reaction</i>      | Target form shimmers blue. |



## Reoccurring Amnesia

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Enchanter (49)                                       |
| <i>Casting Skill</i>     | Alteration                                           |
| <i>Target's Reaction</i> | Target blinks a few times. (You feel your mind fog.) |



## Repulse Animal

|                      |            |
|----------------------|------------|
| <i>Casters</i>       | Druid (51) |
| <i>Casting Skill</i> | Alteration |



## Resist Cold

|                            |                                                                            |
|----------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (39), Druid (34), Necromancer (24), Shadow Knight (39), Shaman (24) |
| <i>Mana Cost</i>           | 50                                                                         |
| <i>Casting Skill</i>       | Abjuration                                                                 |
| <i>Casting Time (secs)</i> | 4.5                                                                        |
| <i>Duration (minutes)</i>  | 36                                                                         |
| <i>Range</i>               | 100 feet                                                                   |
| <i>Target</i>              | Anyone                                                                     |
| <i>Resistance Invoked</i>  | None                                                                       |
| <i>Effect</i>              |                                                                            |
| <i>Resist Cold boost</i>   | 15 + 1/level (max 40)                                                      |
| <i>Target's Reaction</i>   | Target is resistant to cold.                                               |



## Resist Disease

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Cleric (39), Druid (44), Necromancer (34), Shaman (34) |
| <i>Casting Skill</i>     | Abjuration                                             |
| <i>Target's Reaction</i> | Target is resistant to disease.                        |



## Resist Fire

|                            |                                                   |
|----------------------------|---------------------------------------------------|
| <i>Casters</i>             | Cleric (34), Druid (24), Ranger (49), Shaman (29) |
| <i>Mana Cost</i>           | 50                                                |
| <i>Casting Skill</i>       | Abjuration                                        |
| <i>Casting Time (secs)</i> | 4.5                                               |
| <i>Duration (minutes)</i>  | 36                                                |
| <i>Range</i>               | 100 feet                                          |
| <i>Target</i>              | Anyone                                            |
| <i>Resistance Invoked</i>  | None                                              |
| <i>Effect</i>              |                                                   |
| <i>Resist Fire boost</i>   | 10 + 1/level (max 40)                             |
| <i>Target's Reaction</i>   | Target is resistant to fire.                      |



## Resist Magic

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (44), Druid (49), Enchanter (39), Shaman (44) |
| <i>Casting Skill</i>     | Abjuration                                           |
| <i>Target's Reaction</i> | Target is resistant to magic.                        |



## Resist Poison

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Cleric (34), Druid (44), Shaman (39) |
| <i>Casting Skill</i>     | Abjuration                           |
| <i>Target's Reaction</i> | Target is resistant to poison.       |



**Resistant Skin**

|                             |                           |
|-----------------------------|---------------------------|
| <i>Casters</i>              | Wizard (12)               |
| <i>Mana Cost</i>            | 35                        |
| <i>Casting Skill</i>        | Abjuration                |
| <i>Casting Time (secs)</i>  | 4.5                       |
| <i>Duration (minutes)</i>   | 27                        |
| <i>Range</i>                | 100 feet                  |
| <i>Target</i>               | Yourself                  |
| <i>Resistance Invoked</i>   | None                      |
| <i>Effects</i>              |                           |
| <i>Resist Poison boost</i>  | 5 + 1 / 2 levels (max 15) |
| <i>Resist Disease boost</i> | 5 + 1 / 2 levels (max 15) |
| <i>Target's Reaction</i>    | Target's skin shines.     |

**Resolution**

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Cleric (44), Paladin (60) |
| <i>Casting Skill</i>     | Abjuration                |
| <i>Target's Reaction</i> | Target looks resolute.    |

**Rest the Dead**

|                                          |                                      |
|------------------------------------------|--------------------------------------|
| <i>Casters</i>                           | Necromancer (24), Shadow Knight (52) |
| <i>Mana Cost</i>                         | 75                                   |
| <i>Casting Skill</i>                     | Abjuration                           |
| <i>Casting Time (secs)</i>               | 3                                    |
| <i>Duration (minutes)</i>                | 3                                    |
| <i>Range</i>                             | 200 feet                             |
| <i>Target</i>                            | Undead                               |
| <i>Resistance Invoked</i>                | Magic                                |
| <i>Effects</i>                           |                                      |
| <i>Target React Range</i>                | 1 foot                               |
| <i>Target's Help Radius</i>              | 1 foot                               |
| <i>Target much less likely to attack</i> |                                      |
| <i>Target's Reaction</i>                 | Target looks ambivalent.             |

**Restless Bones**

|                            |                                      |
|----------------------------|--------------------------------------|
| <i>Casters</i>             | Necromancer (16), Shadow Knight (30) |
| <i>Mana Cost</i>           | 160                                  |
| <i>Casting Skill</i>       | Conjuration                          |
| <i>Components</i>          | 2 Bone Chips                         |
| <i>Casting Time (secs)</i> | 9                                    |
| <i>Duration</i>            | Instantaneous                        |
| <i>Range</i>               | 0 feet                               |
| <i>Target</i>              | Yourself                             |
| <i>Resistance Invoked</i>  | None                                 |
| <i>Effect</i>              |                                      |
| <i>Create Undead</i>       | Skeleton (Circle 5)                  |
| <i>Target's Reaction</i>   | Skeleton rises from the dead.        |

**Resurrection**

|                      |                           |
|----------------------|---------------------------|
| <i>Casters</i>       | Cleric (49), Paladin (59) |
| <i>Casting Skill</i> | Alteration                |

**Resuscitate**

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Cleric (39) |
| <i>Casting Skill</i> | Alteration  |

**Retribution**

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Cleric (44)                                      |
| <i>Casting Skill</i>     | Evocation                                        |
| <i>Target's Reaction</i> | Target has been struck by the wrath of the gods. |

**Retribution of Al'Kabor**

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Wizard (56)                                      |
| <i>Casting Skill</i>     | Evocation                                        |
| <i>Target's Reaction</i> | Target is frozen by the retribution of Al'Kabor. |

**Revive**

|                      |                           |
|----------------------|---------------------------|
| <i>Casters</i>       | Cleric (29), Paladin (49) |
| <i>Casting Skill</i> | Alteration                |

**Reviviscence**

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Cleric (56) |
| <i>Casting Skill</i> | Alteration  |

**Ring of Butcher**

|                               |                        |
|-------------------------------|------------------------|
| <i>Casters</i>                | Druid (19)             |
| <i>Mana Cost</i>              | 150                    |
| <i>Casting Skill</i>          | Alteration             |
| <i>Casting Time (secs)</i>    | 7                      |
| <i>Recasting Delay (secs)</i> | 12.25                  |
| <i>Duration</i>               | Instantaneous          |
| <i>Range</i>                  | 0 feet                 |
| <i>Target</i>                 | Yourself               |
| <i>Resistance Invoked</i>     | None                   |
| <i>Effect</i>                 |                        |
| <i>Teleports you to</i>       | Butcherblock Mountains |
| <i>Target's Reaction</i>      | Target fades away.     |

**Ring of Commons**

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (19)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| <i>Teleports you to</i>       | West Commonlands   |
| <i>Target's Reaction</i>      | Target fades away. |

# Spells: Resistant-Rising



## Ring of Fearrott

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (24)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| Teleports you to              | The Fearrott       |
| <i>Target's Reaction</i>      | Target fades away. |



## Ring of Karana

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (19)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| Teleports you to              | North Karana       |
| <i>Target's Reaction</i>      | Target fades away. |



## Ring of Lavastorm

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (24)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| Teleports you to              | Lavastorm          |
| <i>Target's Reaction</i>      | Target fades away. |



## Ring of Misty

|                          |                    |
|--------------------------|--------------------|
| <i>Casters</i>           | Druid (29)         |
| <i>Casting Skill</i>     | Alteration         |
| <i>Target's Reaction</i> | Target fades away. |



## Ring of Ro

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (24)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| Teleports you to              | South Ro           |
| <i>Target's Reaction</i>      | Target fades away. |



## Ring of Steamfont

|                               |                     |
|-------------------------------|---------------------|
| <i>Casters</i>                | Druid (24)          |
| <i>Mana Cost</i>              | 150                 |
| <i>Casting Skill</i>          | Alteration          |
| <i>Casting Time (secs)</i>    | 7                   |
| <i>Recasting Delay (secs)</i> | 12.25               |
| <i>Duration</i>               | Instantaneous       |
| <i>Range</i>                  | 0 feet              |
| <i>Target</i>                 | Yourself            |
| <i>Resistance Invoked</i>     | None                |
| <i>Effect</i>                 |                     |
| Teleports you to              | Steamfont Mountains |
| <i>Target's Reaction</i>      | Target fades away.  |



## Ring of Toxxulia

|                               |                    |
|-------------------------------|--------------------|
| <i>Casters</i>                | Druid (19)         |
| <i>Mana Cost</i>              | 150                |
| <i>Casting Skill</i>          | Alteration         |
| <i>Casting Time (secs)</i>    | 7                  |
| <i>Recasting Delay (secs)</i> | 12.25              |
| <i>Duration</i>               | Instantaneous      |
| <i>Range</i>                  | 0 feet             |
| <i>Target</i>                 | Yourself           |
| <i>Resistance Invoked</i>     | None               |
| <i>Effect</i>                 |                    |
| Teleports you to              | Toxxulia Forest    |
| <i>Target's Reaction</i>      | Target fades away. |



## Riotous Health

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Shaman (54)                               |
| <i>Casting Skill</i>     | Alteration                                |
| <i>Target's Reaction</i> | Target's body shines with riotous health. |



## Rising Dexterity

|                          |                         |
|--------------------------|-------------------------|
| <i>Casters</i>           | Shaman (29)             |
| <i>Casting Skill</i>     | Alteration              |
| <i>Target's Reaction</i> | Target looks dexterous. |

**Ro Gate**

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Wizard (24)               |
| <i>Mana Cost</i>              | 150                       |
| <i>Casting Skill</i>          | Alteration                |
| <i>Casting Time (secs)</i>    | 7                         |
| <i>Recasting Delay (secs)</i> | 12.25                     |
| <i>Duration</i>               | Instantaneous             |
| <i>Range</i>                  | 0 feet                    |
| <i>Target</i>                 | Yourself                  |
| <i>Resistance Invoked</i>     | None                      |
| <i>Effect</i>                 | Teleports you to North Ro |
| <i>Target's Reaction</i>      | Target fades away.        |

**Ro Portal**

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (39)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |

**Root**

|                            |                                                                                    |
|----------------------------|------------------------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (9), Enchanter (8), Necromancer (34), Paladin (22), Shaman (14), Wizard (4) |
| <i>Mana Cost</i>           | 30                                                                                 |
| <i>Casting Skill</i>       | Alteration                                                                         |
| <i>Casting Time (secs)</i> | 2                                                                                  |
| <i>Duration (secs)</i>     | 48 secs                                                                            |
| <i>Range</i>               | 200 feet                                                                           |
| <i>Target</i>              | Anyone                                                                             |
| <i>Resistance Invoked</i>  | Magic                                                                              |
| <i>Effect</i>              | Immobilizes                                                                        |
| <i>Target's Reaction</i>   | Target's feet adhere to the ground.                                                |

**Rune I**

|                            |                                                                                       |
|----------------------------|---------------------------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (16)                                                                        |
| <i>Mana Cost</i>           | 41                                                                                    |
| <i>Casting Skill</i>       | Abjuration                                                                            |
| <i>Component</i>           | Cat's Eye Agate                                                                       |
| <i>Casting Time (secs)</i> | 3.5                                                                                   |
| <i>Duration (minutes)</i>  | 36                                                                                    |
| <i>Range</i>               | 100 feet                                                                              |
| <i>Target</i>              | Anyone                                                                                |
| <i>Resistance Invoked</i>  | None                                                                                  |
| <i>Effect</i>              | Bonus HP 55                                                                           |
| <i>Target's Reaction</i>   | Target is surrounded by a shimmer of runes. (A light shimmer of runes surrounds you.) |

**Rune II**

|                            |                                                                                |
|----------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (24)                                                                 |
| <i>Mana Cost</i>           | 83                                                                             |
| <i>Casting Skill</i>       | Abjuration                                                                     |
| <i>Component</i>           | Bloodstone                                                                     |
| <i>Casting Time (secs)</i> | 4                                                                              |
| <i>Duration (minutes)</i>  | 54                                                                             |
| <i>Range</i>               | 100 feet                                                                       |
| <i>Target</i>              | Anyone                                                                         |
| <i>Resistance Invoked</i>  | None                                                                           |
| <i>Effect</i>              | Bonus HP 118                                                                   |
| <i>Target's Reaction</i>   | Target is surrounded by a shimmer of runes. (A shimmer of runes surround you.) |

**Rune III**

|                          |                                                                                     |
|--------------------------|-------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (34)                                                                      |
| <i>Casting Skill</i>     | Abjuration                                                                          |
| <i>Target's Reaction</i> | Target is surrounded by a shimmer of runes. (A dark shimmer of runes surround you.) |

**Rune IV**

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (44)                                                                         |
| <i>Casting Skill</i>     | Abjuration                                                                             |
| <i>Target's Reaction</i> | Target is surrounded by a shimmer of runes. (A coat of shimmer of runes surround you.) |

**Rune V**

|                          |                                                                                        |
|--------------------------|----------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (52)                                                                         |
| <i>Casting Skill</i>     | Abjuration                                                                             |
| <i>Target's Reaction</i> | Target is surrounded by a shimmer of runes. (A coat of shimmer of runes surround you.) |

**Sacrifice**

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (51) |
| <i>Casting Skill</i> | Alteration       |

# Spells: Ro-Scent



## Sagar's Animation

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Enchanter (24)                       |
| <i>Mana Cost</i>              | 130                                  |
| <i>Casting Skill</i>          | Conjuration                          |
| <i>Component</i>              | Tiny Dagger                          |
| <i>Casting Time (secs)</i>    | 7                                    |
| <i>Recasting Delay (secs)</i> | 16.25                                |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 0 feet                               |
| <i>Target</i>                 | Yourself                             |
| <i>Resistance Invoked</i>     | None                                 |
| <i>Effect</i>                 | Summon Animation                     |
|                               | Animated Sword and Shield (Circle 7) |



## Sanity Warp

|                               |                                              |
|-------------------------------|----------------------------------------------|
| <i>Casters</i>                | Enchanter (16)                               |
| <i>Mana Cost</i>              | 75                                           |
| <i>Casting Skill</i>          | Evocation                                    |
| <i>Casting Time (secs)</i>    | 2.75                                         |
| <i>Recasting Delay (secs)</i> | 10.5                                         |
| <i>Duration</i>               | Instantaneous                                |
| <i>Range</i>                  | 200 feet                                     |
| <i>Target</i>                 | Anyone                                       |
| <i>Resistance Invoked</i>     | Magic                                        |
| <i>Effects</i>                |                                              |
| <i>Damage</i>                 | 72 HP + 1/level (max 95)                     |
| <i>Stun</i>                   | Can disrupt spellcasting                     |
| <i>Knockback</i>              | 1/2 foot                                     |
| <i>Target's Reaction</i>      | Target looks delirious. (Reality goes amok.) |



## Savage Spirit

|                          |                                   |
|--------------------------|-----------------------------------|
| <i>Casters</i>           | Druid (44)                        |
| <i>Casting Skill</i>     | Alteration                        |
| <i>Target's Reaction</i> | Target's eyes gleam with madness. |



## Scale of Wolf

|                               |                                                           |
|-------------------------------|-----------------------------------------------------------|
| <i>Casters</i>                | Druid (29), Shaman (24)                                   |
| <i>Mana Cost</i>              | 60                                                        |
| <i>Casting Skill</i>          | Alteration                                                |
| <i>Casting Time (secs)</i>    | 4.5                                                       |
| <i>Recasting Delay (secs)</i> | 6                                                         |
| <i>Duration (minutes)</i>     | 45 (If target attacks or casts, this spell is cancelled.) |
| <i>Range</i>                  | 100 feet                                                  |
| <i>Target</i>                 | Anyone                                                    |
| <i>Resistance Invoked</i>     | None                                                      |
| <i>Effect</i>                 |                                                           |
| <i>Movement Rate boost</i>    | 40% + 1% / 2 levels (max 65%)                             |

## Target's Reaction

Target is surrounded by a dark lupine aura. (You feel the spirit-scale of wolf enter you.)



## Scale Skin

|                               |                       |
|-------------------------------|-----------------------|
| <i>Casters</i>                | Shaman (5)            |
| <i>Mana Cost</i>              | 25                    |
| <i>Casting Skill</i>          | Abjuration            |
| <i>Component</i>              | Snake Scales (1)      |
| <i>Casting Time (secs)</i>    | 2.5                   |
| <i>Recasting Delay (secs)</i> | 6.75                  |
| <i>Duration (minutes)</i>     | 3 x level (max 27)    |
| <i>Range</i>                  | 100 feet              |
| <i>Target</i>                 | Anyone                |
| <i>Resistance Invoked</i>     | None                  |
| <i>Effect</i>                 |                       |
| <i>AC boost</i>               | 11 + 1/level (max 20) |
| <i>Target's Reaction</i>      | Target grows scales.  |



## Scars of Sigil

|                          |                                                                        |
|--------------------------|------------------------------------------------------------------------|
| <i>Casters</i>           | Magician (54)                                                          |
| <i>Casting Skill</i>     | Evocation                                                              |
| <i>Target's Reaction</i> | Target is burned by the Scars of Sigil. (The Scars of Sigil burn you.) |



## Scent of Darkness

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (39)                                                              |
| <i>Casting Skill</i>     | Alteration                                                                    |
| <i>Target's Reaction</i> | Target is surrounded by a dark haze. (You smell the faint scent of darkness.) |



## Scent of Dusk

|                               |                                                                           |
|-------------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (12)                                                          |
| <i>Mana Cost</i>              | 50                                                                        |
| <i>Casting Skill</i>          | Alteration                                                                |
| <i>Casting Time (secs)</i>    | 3                                                                         |
| <i>Recasting Delay (secs)</i> | 8.25                                                                      |
| <i>Duration (minutes)</i>     | 1 + 12 secs/level                                                         |
| <i>Range</i>                  | 200 feet                                                                  |
| <i>Target</i>                 | Anyone                                                                    |
| <i>Resistance Invoked</i>     | Poison                                                                    |
| <i>Effects</i>                |                                                                           |
| <i>Poison</i>                 | 1                                                                         |
| <i>Fire Resistance loss</i>   | 1 + 1 / 2 levels (max 9)                                                  |
| <i>Poison Resist. loss</i>    | 1 + 1 / 2 levels (max 9)                                                  |
| <i>Disease Resist. loss</i>   | 1 + 1 / 2 levels (max 9)                                                  |
| <i>Target's Reaction</i>      | Target is surrounded by a dull haze. (You smell the faint scent of dusk.) |


**Scent of Shadow**

|                               |                                                                            |
|-------------------------------|----------------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (24)                                                           |
| <i>Mana Cost</i>              | 100                                                                        |
| <i>Casting Skill</i>          | Alteration                                                                 |
| <i>Casting Time (secs)</i>    | 3                                                                          |
| <i>Recasting Delay (secs)</i> | 8.25                                                                       |
| <i>Duration (minutes)</i>     | 1 + 12 secs/level                                                          |
| <i>Range</i>                  | 200 feet                                                                   |
| <i>Target</i>                 | Anyone                                                                     |
| <i>Resistance Invoked</i>     | Poison                                                                     |
| <i>Effects</i>                |                                                                            |
| <i>Poison</i>                 | 4                                                                          |
| <i>Fire Res. lowered</i>      | 2 + 1 / 2 levels (max 18)                                                  |
| <i>Poison Res. lowered</i>    | 2 + 1 / 2 levels (max 18)                                                  |
| <i>Disease Res. lowered</i>   | 2 + 1 / 2 levels (max 18)                                                  |
| <i>Target's Reaction</i>      | Target is surrounded by a dim haze. (You smell the faint scent of shadow.) |


**Scent of Terris**

|                          |                                                                             |
|--------------------------|-----------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (52)                                                            |
| <i>Casting Skill</i>     | Alteration                                                                  |
| <i>Target's Reaction</i> | Target is surrounded by a dark haze. (You smell the faint scent of Terris.) |


**Scintillation**

|                          |                                                                                          |
|--------------------------|------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Magician (51)                                                                            |
| <i>Casting Skill</i>     | Evocation                                                                                |
| <i>Target's Reaction</i> | Target is covered in scintillating flames. (Scintillating flames race across your body.) |


**Scoriae**

|                          |                      |
|--------------------------|----------------------|
| <i>Casters</i>           | Druid (54)           |
| <i>Casting Skill</i>     | Evocation            |
| <i>Target's Reaction</i> | Target's skin melts. |


**Scourge**

|                          |                                                                   |
|--------------------------|-------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (39), Shaman (34)                                     |
| <i>Casting Skill</i>     | Conjuration                                                       |
| <i>Target's Reaction</i> | Target sweats and shivers, looking feverish. (You feel feverish.) |


**Screaming Terror**

|                            |                  |
|----------------------------|------------------|
| <i>Casters</i>             | Necromancer (24) |
| <i>Mana Cost</i>           | 60               |
| <i>Casting Skill</i>       | Alteration       |
| <i>Casting Time (secs)</i> | 2.6              |

|                               |          |
|-------------------------------|----------|
| <i>Recasting Delay (secs)</i> | 8.75     |
| <i>Duration (secs)</i>        | 18       |
| <i>Range</i>                  | 200 feet |
| <i>Target</i>                 | Anyone   |
| <i>Resistance Invoked</i>     | Magic    |
| <i>Effect</i>                 |          |

*Mesmerization*

|                          |                          |
|--------------------------|--------------------------|
| <i>Target's Reaction</i> | Target begins to scream. |
|--------------------------|--------------------------|


**Sedulous Subversion**

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (56)                                                |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target twitches. (A foreign surge of mana refreshes your mind.) |


**See Invisible**

|                            |                                                      |
|----------------------------|------------------------------------------------------|
| <i>Casters</i>             | Druid (14), Enchanter (8), Magician (16), Wizard (4) |
| <i>Mana Cost</i>           | 25                                                   |
| <i>Casting Skill</i>       | Divination                                           |
| <i>Casting Time (secs)</i> | 2                                                    |
| <i>Duration (minutes)</i>  | 3 + 3 x level (max 27)                               |
| <i>Range</i>               | 100 feet                                             |
| <i>Radius of Effect</i>    | 60 feet                                              |
| <i>Target</i>              | Area                                                 |
| <i>Resistance Invoked</i>  | None                                                 |
| <i>Effect</i>              |                                                      |

*See Invisible*

|                          |                     |
|--------------------------|---------------------|
| <i>Target's Reaction</i> | (Your eyes tingle.) |
|--------------------------|---------------------|


**Seeking Flame of Seukor**

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Magician (59)                                   |
| <i>Casting Skill</i>     | Evocation                                       |
| <i>Target's Reaction</i> | Target is burnt by the Seeking Flame of Seukor. |


**Sense Animals**

|                               |                       |
|-------------------------------|-----------------------|
| <i>Casters</i>                | Druid (1), Shaman (9) |
| <i>Mana Cost</i>              | 5                     |
| <i>Casting Skill</i>          | Divination            |
| <i>Casting Time (secs)</i>    | 2                     |
| <i>Recasting Delay (secs)</i> | 6.25                  |
| <i>Duration</i>               | Instantaneous         |
| <i>Range</i>                  | 0 feet                |
| <i>Radius of Effect</i>       | 240 feet              |
| <i>Target</i>                 | Yourself              |
| <i>Resistance Invoked</i>     | None                  |
| <i>Effect</i>                 |                       |
| <i>Detect Animals</i>         |                       |

# Spells: Scent-Shadow



## Sense Summoned

|                            |                                       |
|----------------------------|---------------------------------------|
| <i>Casters</i>             | Cleric (14), Magician (4), Wizard (8) |
| <i>Mana Cost</i>           | 5                                     |
| <i>Casting Skill</i>       | Divination                            |
| <i>Casting Time (secs)</i> | 2                                     |
| <i>Duration</i>            | Instantaneous                         |
| <i>Range</i>               | 0 feet                                |
| <i>Radius of Effect</i>    | 240 feet                              |
| <i>Target</i>              | Yourself                              |
| <i>Resistance Invoked</i>  | None                                  |
| <i>Effect</i>              |                                       |

*Detect Summoned*



## Sense the Dead

|                            |                                                              |
|----------------------------|--------------------------------------------------------------|
| <i>Casters</i>             | Cleric (9), Necromancer (1), Paladin (15), Shadow Knight (9) |
| <i>Mana Cost</i>           | 5                                                            |
| <i>Casting Skill</i>       | Divination                                                   |
| <i>Casting Time (secs)</i> | 2                                                            |
| <i>Duration</i>            | Instantaneous                                                |
| <i>Range</i>               | 0 feet                                                       |
| <i>Radius of Effect</i>    | 240 feet                                                     |
| <i>Target</i>              | Yourself                                                     |
| <i>Resistance Invoked</i>  | None                                                         |
| <i>Effect</i>              |                                                              |

*Detect Undead*



## Sentinel

|                               |               |
|-------------------------------|---------------|
| <i>Casters</i>                | Enchanter (8) |
| <i>Mana Cost</i>              | 25            |
| <i>Casting Skill</i>          | Divination    |
| <i>Casting Time (secs)</i>    | 2.5           |
| <i>Recasting Delay (secs)</i> | 7.25          |
| <i>Duration</i>               | Instantaneous |
| <i>Impact Duration (secs)</i> | 360           |
| <i>Range</i>                  | 0 feet        |
| <i>Radius of Effect</i>       | 40 feet       |
| <i>Target</i>                 | Area          |
| <i>Resistance Invoked</i>     | None          |
| <i>Effect</i>                 |               |

*You are notified of anything entering the area*  
*Target's Reaction* (You sense that you are being watched.)



## Serpent Sight

|                            |                                             |
|----------------------------|---------------------------------------------|
| <i>Casters</i>             | Enchanter (12), Shaman (9)                  |
| <i>Mana Cost</i>           | 30                                          |
| <i>Casting Skill</i>       | Divination                                  |
| <i>Casting Time (secs)</i> | 5                                           |
| <i>Duration (minutes)</i>  | 27                                          |
| <i>Range</i>               | 100 feet                                    |
| <i>Target</i>              | Anyone                                      |
| <i>Resistance Invoked</i>  | None                                        |
| <i>Effect</i>              |                                             |
| <i>Infravision</i>         |                                             |
| <i>Target's Reaction</i>   | Target's eyes glow red. (Your eyes tingle.) |



## Servent of Bones

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Necromancer (56)              |
| <i>Casting Skill</i>     | Conjuration                   |
| <i>Target's Reaction</i> | Skeleton rises from the dead. |



## Shade

|                          |                                                            |
|--------------------------|------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (39)                                             |
| <i>Casting Skill</i>     | Abjuration                                                 |
| <i>Target's Reaction</i> | Target's image fades around the edges. (Your image fades.) |



## Shadow

|                          |                                        |
|--------------------------|----------------------------------------|
| <i>Casters</i>           | Enchanter (49)                         |
| <i>Casting Skill</i>     | Abjuration                             |
| <i>Target's Reaction</i> | Target's image fades into the shadows. |



## Shadow Compact

|                               |                                                                    |
|-------------------------------|--------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (20)                                                   |
| <i>Mana Cost</i>              | 10                                                                 |
| <i>Casting Skill</i>          | Alteration                                                         |
| <i>Casting Time (secs)</i>    | 2                                                                  |
| <i>Recasting Delay (secs)</i> | 14.5                                                               |
| <i>Duration (secs)</i>        | 24                                                                 |
| <i>Range</i>                  | 100 feet                                                           |
| <i>Target</i>                 | Anyone                                                             |
| <i>Resistance Invoked</i>     | None                                                               |
| <i>Effect</i>                 |                                                                    |
| <i>Healing</i>                | 20 HP/6 secs                                                       |
| <i>Target's Reaction</i>      | Target pulses with a blue-green aura. (Your wounds begin to heal.) |

**Shadow Sight**

|                            |                                                |
|----------------------------|------------------------------------------------|
| <i>Casters</i>             | Necromancer (24), Shadow Knight (49)           |
| <i>Mana Cost</i>           | 50                                             |
| <i>Casting Skill</i>       | Divination                                     |
| <i>Casting Time (secs)</i> | 3                                              |
| <i>Duration (minutes)</i>  | 27                                             |
| <i>Range</i>               | 100 feet                                       |
| <i>Target</i>              | Yourself                                       |
| <i>Resistance Invoked</i>  | None                                           |
| <i>Effect</i>              | Ultravision                                    |
| <i>Target's Reaction</i>   | Target's eyes glow violet. (The shadows fade.) |

**Shadow Step**

|                               |                                                 |
|-------------------------------|-------------------------------------------------|
| <i>Casters</i>                | Necromancer (8), Shadow Knight (15), Wizard (8) |
| <i>Mana Cost</i>              | 10                                              |
| <i>Casting Skill</i>          | Alteration                                      |
| <i>Casting Time (secs)</i>    | 1                                               |
| <i>Recasting Delay (secs)</i> | 7.25                                            |
| <i>Duration</i>               | Instantaneous                                   |
| <i>Range</i>                  | 900 feet                                        |
| <i>Target</i>                 | Yourself                                        |
| <i>Resistance Invoked</i>     | None                                            |
| <i>Effect</i>                 | Random Teleport                                 |
| <i>Target's Reaction</i>      | Target fades away.                              |

**Shadow Vortex**

|                               |                                                                                 |
|-------------------------------|---------------------------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (20), Shadow Knight (39)                                            |
| <i>Mana Cost</i>              | 40                                                                              |
| <i>Casting Skill</i>          | Alteration                                                                      |
| <i>Casting Time (secs)</i>    | 1.5                                                                             |
| <i>Recasting Delay (secs)</i> | 8.25                                                                            |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                                                                |
| <i>Range</i>                  | 200 feet                                                                        |
| <i>Target</i>                 | Anyone (flows to you)                                                           |
| <i>Resistance Invoked</i>     | Magic                                                                           |
| <i>Effect</i>                 | AC loss                                                                         |
|                               | 10 + 1/level (max 40)                                                           |
| <i>Target's Reaction</i>      | Target is surrounded by a vortex of shadows. (You feel a shadow pass over you.) |

**Shadowbond**

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (54)                                                   |
| <i>Casting Skill</i>     | Alteration                                                         |
| <i>Target's Reaction</i> | Target pulses with a blue-green aura. (Your wounds begin to heal.) |

**Shalee's Animation**

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Enchanter (16)                       |
| <i>Mana Cost</i>              | 85                                   |
| <i>Casting Skill</i>          | Conjuration                          |
| <i>Components</i>             | 2 Tiny Daggers                       |
| <i>Casting Time (secs)</i>    | 5                                    |
| <i>Recasting Delay (secs)</i> | 12.25                                |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 0 feet                               |
| <i>Target</i>                 | Yourself                             |
| <i>Resistance Invoked</i>     | None                                 |
| <i>Effect</i>                 | Summon Animation                     |
|                               | Animated Sword and Shield (Circle 5) |

**Shallow Breath**

|                            |                                                           |
|----------------------------|-----------------------------------------------------------|
| <i>Casters</i>             | Enchanter (1)                                             |
| <i>Mana Cost</i>           | 7                                                         |
| <i>Casting Skill</i>       | Alteration                                                |
| <i>Casting Time (secs)</i> | 1.5                                                       |
| <i>Duration (secs)</i>     | 12                                                        |
| <i>Range</i>               | 200 feet                                                  |
| <i>Target</i>              | Anyone                                                    |
| <i>Resistance Invoked</i>  | Magic                                                     |
| <i>Effects</i>             | One-Time Damage                                           |
|                            | 3 HP + 1 / 2 levels (max 5)                               |
|                            | STR loss                                                  |
|                            | 5                                                         |
|                            | AGI loss                                                  |
|                            | 5                                                         |
| <i>Target's Reaction</i>   | Target begins to choke. (You feel a shortness of breath.) |

**Share Wolf Form**

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Druid (39)                                      |
| <i>Casting Skill</i>     | Alteration                                      |
| <i>Target's Reaction</i> | Target turns into a wolf. (You are now a wolf.) |

**Shield of Barbs**

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Druid (19)                                |
| <i>Mana Cost</i>           | 60                                        |
| <i>Casting Skill</i>       | Abjuration                                |
| <i>Casting Time (secs)</i> | 2.5                                       |
| <i>Duration (secs)</i>     | 6/level                                   |
| <i>Range</i>               | 100 feet                                  |
| <i>Target</i>              | Anyone                                    |
| <i>Resistance Invoked</i>  | Magic                                     |
| <i>Effect</i>              | Reflect Damage                            |
|                            | 3 HP + 1 / 4 levels (max 9)               |
| <i>Target's Reaction</i>   | Target is surrounded by a thorny barrier. |



# Spells: Shadow-Shielding



## Shield of Blades

|                          |                                                     |
|--------------------------|-----------------------------------------------------|
| <i>Casters</i>           | Druid (58)                                          |
| <i>Casting Skill</i>     | Abjuration                                          |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier of blades. |



## Shield of Brambles

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (29), Ranger (49)                   |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier. |



## Shield of Fire

|                            |                               |
|----------------------------|-------------------------------|
| <i>Casters</i>             | Magician (8)                  |
| <i>Mana Cost</i>           | 40                            |
| <i>Casting Skill</i>       | Abjuration                    |
| <i>Casting Time (secs)</i> | 2                             |
| <i>Duration (secs)</i>     | 6/level                       |
| <i>Range</i>               | 100 feet                      |
| <i>Target</i>              | Anyone                        |
| <i>Resistance Invoked</i>  | Fire                          |
| <i>Effects</i>             |                               |
| <i>Reflect Damage</i>      | 3 HP + 1 / 4 levels (max 6)   |
| <i>Resist Fire boost</i>   | 10                            |
| <i>Target's Reaction</i>   | Target is enveloped in flame. |



## Shield of Flame

|                            |                               |
|----------------------------|-------------------------------|
| <i>Casters</i>             | Magician (20)                 |
| <i>Mana Cost</i>           | 60                            |
| <i>Casting Skill</i>       | Abjuration                    |
| <i>Casting Time (secs)</i> | 4                             |
| <i>Duration (secs)</i>     | 6/level                       |
| <i>Range</i>               | 100 feet                      |
| <i>Target</i>              | Anyone                        |
| <i>Resistance Invoked</i>  | Fire                          |
| <i>Effects</i>             |                               |
| <i>Reflect Damage</i>      | 3 HP + 1 / 4 levels (max 9)   |
| <i>Resist Fire boost</i>   | 15                            |
| <i>Target's Reaction</i>   | Target is enveloped in flame. |



## Shield of Lava

|                          |                                                               |
|--------------------------|---------------------------------------------------------------|
| <i>Casters</i>           | Magician (49)                                                 |
| <i>Casting Skill</i>     | Abjuration                                                    |
| <i>Target's Reaction</i> | Target is enveloped in flame.<br>(You are enveloped in lava.) |



## Shield of Spikes

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (39), Ranger (58)                   |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier. |



## Shield of the Magi

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (54), Magician (54), Necromancer (54), Wizard (54) |
| <i>Casting Skill</i>     | Abjuration                                                   |
| <i>Target's Reaction</i> | (You feel armored.)                                          |



## Shield of Thistles

|                            |                                           |
|----------------------------|-------------------------------------------|
| <i>Casters</i>             | Druid (9), Ranger (30)                    |
| <i>Mana Cost</i>           | 40                                        |
| <i>Casting Skill</i>       | Abjuration                                |
| <i>Casting Time (secs)</i> | 2.5                                       |
| <i>Duration (secs)</i>     | 6/level                                   |
| <i>Range</i>               | 100 feet                                  |
| <i>Target</i>              | Anyone                                    |
| <i>Resistance Invoked</i>  | Magic                                     |
| <i>Effect</i>              |                                           |
| <i>Reflect Damage</i>      | 3 HP + 1 / 4 levels (max 6)               |
| <i>Target's Reaction</i>   | Target is surrounded by a thorny barrier. |



## Shield of Thorns

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (49)                                |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target is surrounded by a thorny barrier. |



## Shield of Words

|                          |                                               |
|--------------------------|-----------------------------------------------|
| <i>Casters</i>           | Cleric (49), Paladin (60)                     |
| <i>Casting Skill</i>     | Abjuration                                    |
| <i>Target's Reaction</i> | Target feels the favor of the gods upon them. |



## Shielding

|                            |                                                              |
|----------------------------|--------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (16), Magician (16), Necromancer (16), Wizard (16) |
| <i>Mana Cost</i>           | 50                                                           |
| <i>Casting Skill</i>       | Abjuration                                                   |
| <i>Casting Time (secs)</i> | 5                                                            |
| <i>Duration (minutes)</i>  | 36                                                           |
| <i>Range</i>               | 0 feet                                                       |
| <i>Target</i>              | Yourself                                                     |
| <i>Resistance Invoked</i>  | None                                                         |
| <i>Effects</i>             |                                                              |
| <i>Bonus HP</i>            | 30 + 1/level (max 50)                                        |
| <i>AC boost</i>            | 24 + 1/level (max 45)                                        |
| <i>Resist Magic boost</i>  | 12                                                           |
| <i>Target's Reaction</i>   | (You feel armored.)                                          |

**Shieldskin**

|                            |                                                                                |
|----------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>             | Necromancer (16),<br>Shadow Knight (39),<br>Wizard (16)                        |
| <i>Mana Cost</i>           | 41                                                                             |
| <i>Casting Skill</i>       | Abjuration                                                                     |
| <i>Component</i>           | Cat's Eye Agate                                                                |
| <i>Casting Time (secs)</i> | 3.5                                                                            |
| <i>Duration (minutes)</i>  | 36                                                                             |
| <i>Range</i>               | 0 feet                                                                         |
| <i>Target</i>              | Yourself                                                                       |
| <i>Resistance Invoked</i>  | None                                                                           |
| <i>Effect</i>              |                                                                                |
| <i>Bonus HP</i>            | 55                                                                             |
| <i>Target's Reaction</i>   | Target's skin is covered in a mystic glow. (A mystic force shields your skin.) |

**Shifting Shield**

|                          |                                                                                             |
|--------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (34)                                                                                 |
| <i>Casting Skill</i>     | Abjuration                                                                                  |
| <i>Target's Reaction</i> | Target is surrounded by a shifting spirit shield. (A shifting spirit shield surrounds you.) |

**Shifting Sight**

|                                   |                                                               |
|-----------------------------------|---------------------------------------------------------------|
| <i>Casters</i>                    | Enchanter (20), Wizard (39)                                   |
| <i>Mana Cost</i>                  | 30                                                            |
| <i>Casting Skill</i>              | Divination                                                    |
| <i>Casting Time (secs)</i>        | 4                                                             |
| <i>Duration (minutes)</i>         | 1 + 18 secs/level                                             |
| <i>Duration of impact</i>         | 7.5 secs                                                      |
| <i>Range</i>                      | 10,000 feet                                                   |
| <i>Target</i>                     | Anyone                                                        |
| <i>Resistance Invoked</i>         | None                                                          |
| <i>Effect</i>                     |                                                               |
| <i>You see from Target's View</i> |                                                               |
| <i>Fatigue</i>                    | 2 points                                                      |
| <i>Infravision</i>                |                                                               |
| <i>Target's Reaction</i>          | Target's eyes gleam and then go dark. (You shift your sight.) |

**Shiftless Deeds**

|                          |                    |
|--------------------------|--------------------|
| <i>Casters</i>           | Enchanter (44)     |
| <i>Casting Skill</i>     | Alteration         |
| <i>Target's Reaction</i> | Target slows down. |

**Shock of Blades**

|                      |              |
|----------------------|--------------|
| <i>Casters</i>       | Magician (8) |
| <i>Mana Cost</i>     | 30           |
| <i>Casting Skill</i> | Conjuration  |

|                            |                                                          |
|----------------------------|----------------------------------------------------------|
| <i>Casting Time (secs)</i> | 2.1                                                      |
| <i>Duration</i>            | Instantaneous                                            |
| <i>Range</i>               | 200 feet                                                 |
| <i>Target</i>              | Anyone                                                   |
| <i>Resistance Invoked</i>  | Magic                                                    |
| <i>Effects</i>             |                                                          |
| <i>Damage</i>              | 23 HP + 1/level (max 35)                                 |
| <i>Knockback</i>           | 1/2 foot                                                 |
| <i>Target's Reaction</i>   | Target is lacerated by steel. (You have been lacerated.) |

**Shock of Fire**

|                            |                                                |
|----------------------------|------------------------------------------------|
| <i>Casters</i>             | Wizard (4)                                     |
| <i>Mana Cost</i>           | 15                                             |
| <i>Casting Skill</i>       | Evocation                                      |
| <i>Casting Time (secs)</i> | 1.35                                           |
| <i>Duration</i>            | Instantaneous                                  |
| <i>Range</i>               | 200 feet                                       |
| <i>Target</i>              | Anyone                                         |
| <i>Resistance Invoked</i>  | Fire                                           |
| <i>Effect</i>              |                                                |
| <i>Damage (HP)</i>         | 11 + 1 / 2 levels (max 16)                     |
| <i>Target's Reaction</i>   | Target combusts. (You feel your skin combust.) |

**Shock of Flame**

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Magician (16)            |
| <i>Mana Cost</i>           | 70                       |
| <i>Casting Skill</i>       | Evocation                |
| <i>Casting Time (secs)</i> | 2.75                     |
| <i>Duration</i>            | Instantaneous            |
| <i>Range</i>               | 200 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | Fire                     |
| <i>Effect</i>              |                          |
| <i>Damage</i>              | 75 HP + 1/level (max 96) |
| <i>Target's Reaction</i>   | Target's skin ignites.   |

**Shock of Frost**

|                            |                             |
|----------------------------|-----------------------------|
| <i>Casters</i>             | Wizard (1)                  |
| <i>Mana Cost</i>           | 8                           |
| <i>Casting Skill</i>       | Evocation                   |
| <i>Casting Time (secs)</i> | 1.1                         |
| <i>Duration</i>            | Instantaneous               |
| <i>Range</i>               | 200 feet                    |
| <i>Target</i>              | Anyone                      |
| <i>Resistance Invoked</i>  | Cold                        |
| <i>Effect</i>              |                             |
| <i>Damage</i>              | 4 HP + 1 / 2 levels (max 6) |
| <i>Target's Reaction</i>   | Target's skin freezes.      |

# Spells: Shieldskin-Shroud



## Shock of Ice

|                            |                             |
|----------------------------|-----------------------------|
| <i>Casters</i>             | Wizard (8)                  |
| <i>Mana Cost</i>           | 30                          |
| <i>Casting Skill</i>       | Evocation                   |
| <i>Casting Time (secs)</i> | 1.85                        |
| <i>Duration</i>            | Instantaneous               |
| <i>Range</i>               | 200 feet                    |
| <i>Target</i>              | Anyone                      |
| <i>Resistance Invoked</i>  | Cold                        |
| <i>Effect</i>              |                             |
| <i>Damage</i>              | 26 HP + 1/level (max 38)    |
| <i>Target's Reaction</i>   | Target's skin freezes over. |



## Shock of Lightning

|                            |                                                  |
|----------------------------|--------------------------------------------------|
| <i>Casters</i>             | Wizard (12)                                      |
| <i>Mana Cost</i>           | 60                                               |
| <i>Casting Skill</i>       | Evocation                                        |
| <i>Casting Time (secs)</i> | 2.2                                              |
| <i>Duration</i>            | Instantaneous                                    |
| <i>Range</i>               | 200 feet                                         |
| <i>Target</i>              | Anyone                                           |
| <i>Resistance Invoked</i>  | Magic                                            |
| <i>Effects</i>             |                                                  |
| <i>Damage</i>              | 66 HP + 1/level (max 83)                         |
| <i>Knockback</i>           | 2 feet                                           |
| <i>Target's Reaction</i>   | Target convulses as lightning arcs through them. |



## Shock of Poison

|                            |                                                                                       |
|----------------------------|---------------------------------------------------------------------------------------|
| <i>Casters</i>             | Necromancer (24)                                                                      |
| <i>Mana Cost</i>           | 100                                                                                   |
| <i>Casting Skill</i>       | Conjuration                                                                           |
| <i>Casting Time (secs)</i> | 3.5                                                                                   |
| <i>Duration</i>            | Instantaneous                                                                         |
| <i>Range</i>               | 200 feet                                                                              |
| <i>Target</i>              | Anyone                                                                                |
| <i>Resistance Invoked</i>  | Poison                                                                                |
| <i>Effect</i>              |                                                                                       |
| <i>Damage</i>              | 74 HP + 3/level (max 160)                                                             |
| <i>Target's Reaction</i>   | Target screams in agony. (You feel your skin burn as poison seeps through your skin.) |



## Shock of Spikes

|                            |               |
|----------------------------|---------------|
| <i>Casters</i>             | Magician (24) |
| <i>Mana Cost</i>           | 110           |
| <i>Casting Skill</i>       | Conjuration   |
| <i>Casting Time (secs)</i> | 3.5           |
| <i>Duration</i>            | Instantaneous |
| <i>Range</i>               | 200 feet      |
| <i>Target</i>              | Anyone        |

## Resistance Invoked

Magic

## Effects

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| <i>Damage</i>            | 86 HP + 3/level (max 176)                                |
| <i>Knockback</i>         | 1/2 foot                                                 |
| <i>Target's Reaction</i> | Target is lacerated by steel. (You have been lacerated.) |



## Shock of Steel

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Magician (57)                        |
| <i>Casting Skill</i>     | Conjuration                          |
| <i>Target's Reaction</i> | Target is lacerated by deadly steel. |



## Shock of Swords

|                          |                                                          |
|--------------------------|----------------------------------------------------------|
| <i>Casters</i>           | Magician (44)                                            |
| <i>Casting Skill</i>     | Conjuration                                              |
| <i>Target's Reaction</i> | Target is lacerated by steel. (You have been lacerated.) |



## Shock Spiral of Al'Kabor

|                          |                                   |
|--------------------------|-----------------------------------|
| <i>Casters</i>           | Wizard (29)                       |
| <i>Casting Skill</i>     | Evocation                         |
| <i>Target's Reaction</i> | Target is blasted by static wind. |



## Shrink

(See Diminution)

|                            |                                     |
|----------------------------|-------------------------------------|
| <i>Casters</i>             | Shaman (19)                         |
| <i>Mana Cost</i>           | 50                                  |
| <i>Casting Skill</i>       | Alteration                          |
| <i>Indoors only</i>        |                                     |
| <i>Casting Time (secs)</i> | 4                                   |
| <i>Duration</i>            | Instantaneous                       |
| <i>Range</i>               | 200 feet                            |
| <i>Target</i>              | Anyone                              |
| <i>Resistance Invoked</i>  | None                                |
| <i>Effect</i>              |                                     |
| <i>Get Smaller</i>         |                                     |
| <i>Target's Reaction</i>   | Target shrinks. (You feel smaller.) |



## Shroud of the Spirits

|                          |                                                                                   |
|--------------------------|-----------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (54)                                                                       |
| <i>Casting Skill</i>     | Abjuration                                                                        |
| <i>Target's Reaction</i> | Target is surrounded by a spirit shroud. (A protective spirit shroud cloaks you.) |

**Sicken**

|                            |                                                                   |
|----------------------------|-------------------------------------------------------------------|
| <i>Casters</i>             | Shaman (5)                                                        |
| <i>Mana Cost</i>           | 30                                                                |
| <i>Casting Skill</i>       | Conjuration                                                       |
| <i>Casting Time (secs)</i> | 1.75                                                              |
| <i>Duration (minutes)</i>  | 1 + 6 secs/level (mx 2m, 6s)                                      |
| <i>Range</i>               | 200 feet                                                          |
| <i>Target</i>              | Anyone                                                            |
| <i>Resistance Invoked</i>  | Disease                                                           |
| <i>Effects</i>             |                                                                   |
| <i>Disease</i>             | 1                                                                 |
| <i>Immediate Damage</i>    | 10 HP                                                             |
| <i>Subsequent Damage</i>   | 2 HP/6 secs                                                       |
| <i>Target's Reaction</i>   | Target sweats and shivers, looking feverish. (You feel feverish.) |

**Sight**

|                               |                                                 |
|-------------------------------|-------------------------------------------------|
| <i>Casters</i>                | Wizard (20)                                     |
| <i>Mana Cost</i>              | 20                                              |
| <i>Casting Skill</i>          | Divination                                      |
| <i>Casting Time (secs)</i>    | 2.5                                             |
| <i>Recasting Delay (secs)</i> | 14.25                                           |
| <i>Duration (minutes)</i>     | Same as level                                   |
| <i>Range</i>                  | 0 feet                                          |
| <i>Target</i>                 | Yourself                                        |
| <i>Resistance Invoked</i>     | None                                            |
| <i>Effects</i>                |                                                 |
| <i>Telescope</i>              | See more than twice as far                      |
| <i>Infravision</i>            |                                                 |
| <i>Target's Reaction</i>      | Target's eyes gleam. (Your eyes feel stronger.) |

**Sight Graft**

|                               |                              |
|-------------------------------|------------------------------|
| <i>Casters</i>                | Necromancer (12)             |
| <i>Mana Cost</i>              | 10                           |
| <i>Casting Skill</i>          | Divination                   |
| <i>Casting Time (secs)</i>    | 5                            |
| <i>Recasting Delay (secs)</i> | 12.25                        |
| <i>Duration (minutes)</i>     | 27                           |
| <i>Range</i>                  | 100 feet                     |
| <i>Target</i>                 | Your pet                     |
| <i>Resistance Invoked</i>     | None                         |
| <i>Effect</i>                 | You see from your pet's view |
| <i>Target's Reaction</i>      | Target's eyes shimmer.       |

**Siphon Life**

|                            |                                      |
|----------------------------|--------------------------------------|
| <i>Casters</i>             | Necromancer (20), Shadow Knight (51) |
| <i>Mana Cost</i>           | 72                                   |
| <i>Casting Skill</i>       | Alteration                           |
| <i>Casting Time (secs)</i> | 3.1                                  |

|                           |                                                         |
|---------------------------|---------------------------------------------------------|
| <i>Duration</i>           | Instantaneous                                           |
| <i>Range</i>              | 200 feet                                                |
| <i>Target</i>             | Anyone (flows to you)                                   |
| <i>Resistance Invoked</i> | Magic                                                   |
| <i>Effect</i>             |                                                         |
| <i>Damage</i>             | 25 HP + 2 / level (max 75)                              |
| <i>Target's Reaction</i>  | Target staggers. (You feel your life force drain away.) |

**Siphon Strength**

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <i>Casters</i>                | Necromancer (1), Shadow Knight (9)                |
| <i>Mana Cost</i>              | 5                                                 |
| <i>Casting Skill</i>          | Alteration                                        |
| <i>Casting Time (secs)</i>    | 1.5                                               |
| <i>Recasting Delay (secs)</i> | 8.25                                              |
| <i>Duration (minutes)</i>     | 3 x level (max 6)                                 |
| <i>Range</i>                  | 200 feet                                          |
| <i>Target</i>                 | Anyone (flows to you)                             |
| <i>Resistance Invoked</i>     | Magic                                             |
| <i>Effect</i>                 |                                                   |
| <i>STR loss</i>               | 5 + 1 / 2 levels (max 10)                         |
| <i>Target's Reaction</i>      | Target weakens. (You feel your strength dwindle.) |

**Sirocco**

|                          |                                                       |
|--------------------------|-------------------------------------------------------|
| <i>Casters</i>           | Magician (55)                                         |
| <i>Casting Skill</i>     | Evocation                                             |
| <i>Target's Reaction</i> | Target's skin blisters as lava rains down from above. |

**Sisna's Animation**

|                               |                                      |
|-------------------------------|--------------------------------------|
| <i>Casters</i>                | Enchanter (20)                       |
| <i>Mana Cost</i>              | 105                                  |
| <i>Casting Skill</i>          | Conjuration                          |
| <i>Components</i>             | 3 Tiny Daggers                       |
| <i>Casting Time (secs)</i>    | 6                                    |
| <i>Recasting Delay (secs)</i> | 14.25                                |
| <i>Duration</i>               | Instantaneous                        |
| <i>Range</i>                  | 0 feet                               |
| <i>Target</i>                 | Yourself                             |
| <i>Resistance Invoked</i>     | None                                 |
| <i>Effect</i>                 |                                      |
| <i>Summon Animation</i>       | Animated Sword and Shield (Circle 6) |

**Skin like Diamond**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Druid (39), Ranger (54)              |
| <i>Casting Skill</i>     | Abjuration                           |
| <i>Target's Reaction</i> | Target's skin turns hard as diamond. |

# Spells: Sicken-Soothe



## Skin like Nature

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (49)                                |
| <i>Casting Skill</i>     | Abjuration                                |
| <i>Target's Reaction</i> | Target's skin shimmers with divine power. |



## Skin like Rock

|                               |                                    |
|-------------------------------|------------------------------------|
| <i>Casters</i>                | Druid (14), Ranger (22)            |
| <i>Mana Cost</i>              | 60                                 |
| <i>Casting Skill</i>          | Abjuration                         |
| <i>Casting Time (secs)</i>    | 5                                  |
| <i>Recasting Delay (secs)</i> | 10.5                               |
| <i>Duration (minutes)</i>     | 27                                 |
| <i>Range</i>                  | 100 feet                           |
| <i>Target</i>                 | Anyone                             |
| <i>Resistance Invoked</i>     | None                               |
| <i>Effects</i>                |                                    |
| AC boost                      | 16 + 1 / 2 levels (max 25)         |
| Bonus HP                      | 40 + 1/level                       |
| <i>Target's Reaction</i>      | Target's skin turns hard as stone. |



## Skin like Steel

|                               |                                    |
|-------------------------------|------------------------------------|
| <i>Casters</i>                | Druid (24), Ranger (39)            |
| <i>Mana Cost</i>              | 100                                |
| <i>Casting Skill</i>          | Abjuration                         |
| <i>Casting Time (secs)</i>    | 6                                  |
| <i>Recasting Delay (secs)</i> | 11.5                               |
| <i>Duration (minutes)</i>     | 36                                 |
| <i>Range</i>                  | 100 feet                           |
| <i>Target</i>                 | Anyone                             |
| <i>Resistance Invoked</i>     | None                               |
| <i>Effects</i>                |                                    |
| AC boost                      | 20 + 1 / 2 levels (max 35)         |
| Bonus HP                      | 50 + 1/level                       |
| <i>Target's Reaction</i>      | Target's skin turns hard as steel. |



## Skin like Wood

|                               |                            |
|-------------------------------|----------------------------|
| <i>Casters</i>                | Druid (1), Ranger (9)      |
| <i>Mana Cost</i>              | 10                         |
| <i>Casting Skill</i>          | Abjuration                 |
| <i>Casting Time (secs)</i>    | 3                          |
| <i>Recasting Delay (secs)</i> | 8.25                       |
| <i>Duration (minutes)</i>     | 3 + 3 x level (max 27)     |
| <i>Range</i>                  | 100 feet                   |
| <i>Target</i>                 | Anyone                     |
| <i>Resistance Invoked</i>     | None                       |
| <i>Effects</i>                |                            |
| AC boost                      | 10 + 1 / 2 levels (max 15) |
| Bonus HP                      | 10 + 1/level (max 20)      |



## Skin of the Shadow

|                          |                                                            |
|--------------------------|------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (55)                                           |
| <i>Casting Skill</i>     | Alteration                                                 |
| <i>Target's Reaction</i> | Target's skin turns to shadow. (Your skin becomes shadow.) |



## Smite

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Cleric (14)              |
| <i>Mana Cost</i>              | 70                       |
| <i>Casting Skill</i>          | Evocation                |
| <i>Casting Time (secs)</i>    | 2.45                     |
| <i>Recasting Delay (secs)</i> | 8.5                      |
| <i>Duration</i>               | Instantaneous            |
| <i>Range</i>                  | 200 feet                 |
| <i>Target</i>                 | Anyone                   |
| <i>Resistance Invoked</i>     | Magic                    |
| <i>Effects</i>                |                          |
| Damage                        | 60 HP + 1/level (max 83) |
| Knockback                     | 1 foot                   |



## Snare

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Druid (1), Ranger (9)     |
| <i>Mana Cost</i>              | 15                        |
| <i>Casting Skill</i>          | Alteration                |
| <i>Casting Time (secs)</i>    | 2                         |
| <i>Recasting Delay (secs)</i> | 6.25                      |
| <i>Duration (minutes)</i>     | Same as level + 10        |
| <i>Range</i>                  | 200 feet                  |
| <i>Target</i>                 | Anyone                    |
| <i>Resistance Invoked</i>     | Magic                     |
| <i>Effect</i>                 |                           |
| Movement Rate loss            | 40% +1% / level (max 55%) |
| <i>Target's Reaction</i>      | Target has been ensnared. |



## Soothe

|                                   |                                                                   |
|-----------------------------------|-------------------------------------------------------------------|
| <i>Casters</i>                    | Cleric (9), Enchanter (8),<br>Paladin (30)                        |
| <i>Mana Cost</i>                  | 30                                                                |
| <i>Casting Skill</i>              | Alteration                                                        |
| <i>Casting Time (secs)</i>        | 2                                                                 |
| <i>Recasting Delay (secs)</i>     | 6.25                                                              |
| <i>Duration (minutes)</i>         | 1 + 6 secs/lvl (mx 2m, 30s)                                       |
| <i>Range</i>                      | 200 feet                                                          |
| <i>Target</i>                     | Anyone                                                            |
| <i>Resistance Invoked</i>         | Magic                                                             |
| <i>Effects</i>                    |                                                                   |
| Target React Range                | 10 feet                                                           |
| Target's Help Radius              | 10 feet                                                           |
| Target much less likely to attack |                                                                   |
| <i>Target's Reaction</i>          | Target looks less aggressive. (You feel your aggression subside.) |

**Sound of Force**

Casters Cleric (49)

Casting Skill Evocation

Target's Reaction Target is stunned.

**Spear of Warding**

Casters Magician (20)

Mana Cost 60

Casting Skill Conjuration

Casting Time (secs) 6

Recasting Delay (secs) 8.25

Duration Instantaneous

Range 0 feet

Target Yourself

Resistance Invoked None

Effect

Create Item 1 Spear of Warding,  
+ 1 more / level**Sphere of Light**

Casters Wizard (1)

Mana Cost 10

Casting Skill Divination

Casting Time (secs) 4

Recasting Delay (secs) 10.25

Duration Instantaneous

Range 0 feet

Target Yourself

Resistance Invoked None

Effect

Create Item 1 light globe + 1 more / level

**Spikecoat**

Casters Druid (39)

Casting Skill Abjuration

Target's Reaction Target's skin sprouts spikes.  
(Spikes spring from your skin.)**Spirit Armor**Casters Cleric (19), Necromancer  
(16), Paladin (30)

Mana Cost 75

Casting Skill Abjuration

Casting Time (secs) 6

Duration (minutes) 36

Range 100 feet

Target Anyone

Resistance Invoked None

Effect

AC boost 21 + 1/level (max 45)

Target's Reaction Target is coated in translucent  
armor. (Translucent armor  
gathers around you.)**Spirit of Bear**

Casters Shaman (9)

Mana Cost 40

Casting Skill Abjuration

Casting Time (secs) 5

Duration (minutes) 3 x level (max 36)

Range 100 feet

Target Anyone

Resistance Invoked None

Effect

STA boost 8 + 1 / 2 levels (max 15)

Target's Reaction Target is surrounded by a  
brief ursine aura. (You feel the  
spirit of bear enter you.)**Spirit of Cat**

Casters Shaman (19)

Mana Cost 60

Casting Skill Alteration

Casting Time (secs) 5

Duration (minutes) 45

Range 100 feet

Target Anyone

Resistance Invoked None

Effect

AGI boost 4 + 1/level (max 27)

Target's Reaction Target is surrounded by a  
brief feline aura. (You feel the  
spirit of cat enter you.)**Spirit of Cheetah**

Casters Druid (24), Shaman (24)

Mana Cost 20

Casting Skill Alteration

Outdoors only

Casting Time (secs) 0.5

Recasting Delay (secs) 602.25

Duration (secs) 48

Range 0 feet

Target Yourself

Resistance Invoked None

Effect

Movement Rate boost 75% + 1%/level  
(max 115% boost)Target's Reaction Target is surrounded by a  
brief feline aura. (You feel the  
spirit of cheetah enter you.)**Spirit of the Howler**

Casters Shaman (55)

Casting Skill Conjuration

Target's Reaction Target summons howling  
spirit.

# Spells: Sound-Spirit



## Spirit of Monkey

|                            |                                                                                  |
|----------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>             | Shaman (24)                                                                      |
| <i>Mana Cost</i>           | 40                                                                               |
| <i>Casting Skill</i>       | Alteration                                                                       |
| <i>Casting Time (secs)</i> | 5                                                                                |
| <i>Duration (minutes)</i>  | 36                                                                               |
| <i>Range</i>               | 100 feet                                                                         |
| <i>Target</i>              | Anyone                                                                           |
| <i>Resistance Invoked</i>  | None                                                                             |
| <i>Effect</i>              |                                                                                  |
| DEX boost                  | 20                                                                               |
| <i>Target's Reaction</i>   | Target is surrounded by a brief aura. (You feel the spirit of monkey enter you.) |



## Spirit of Oak

|                          |                                                  |
|--------------------------|--------------------------------------------------|
| <i>Casters</i>           | Druid (59)                                       |
| <i>Casting Skill</i>     | Alteration                                       |
| <i>Target's Reaction</i> | Target turns into a tree. (You have taken root.) |



## Spirit of Ox

|                            |                                                                                     |
|----------------------------|-------------------------------------------------------------------------------------|
| <i>Casters</i>             | Shaman (24)                                                                         |
| <i>Mana Cost</i>           | 60                                                                                  |
| <i>Casting Skill</i>       | Alteration                                                                          |
| <i>Casting Time (secs)</i> | 5                                                                                   |
| <i>Duration (minutes)</i>  | 45                                                                                  |
| <i>Range</i>               | 100 feet                                                                            |
| <i>Target</i>              | Anyone                                                                              |
| <i>Resistance Invoked</i>  | None                                                                                |
| <i>Effect</i>              |                                                                                     |
| STA boost                  | 9 + 1 / 2 levels (max 23)                                                           |
| <i>Target's Reaction</i>   | Target is surrounded by a brief bovine aura. (You feel the spirit of ox enter you.) |



## Spirit of Scale

|                          |                                                                                                  |
|--------------------------|--------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (53), Shaman (52)                                                                          |
| <i>Casting Skill</i>     | Alteration                                                                                       |
| <i>Target's Reaction</i> | Target is surrounded by a brief lupine aura. (You feel the spirit of the scaled wolf enter you.) |



## Spirit of Snake

|                            |             |
|----------------------------|-------------|
| <i>Casters</i>             | Shaman (14) |
| <i>Mana Cost</i>           | 40          |
| <i>Casting Skill</i>       | Alteration  |
| <i>Casting Time (secs)</i> | 5           |
| <i>Duration (minutes)</i>  | 36          |
| <i>Range</i>               | 100 feet    |
| <i>Target</i>              | Anyone      |

*Resistance Invoked* None

*Effect*

|                          |                                                                                            |
|--------------------------|--------------------------------------------------------------------------------------------|
| CHA boost                | 6 + 1 / 2 levels (max 15)                                                                  |
| <i>Target's Reaction</i> | Target is surrounded by a brief serpentine aura. (You feel the spirit of snake enter you.) |



## Spirit of Wolf

|                               |                                                                                       |
|-------------------------------|---------------------------------------------------------------------------------------|
| <i>Casters</i>                | Druid (14), Ranger (39), Shaman (9)                                                   |
| <i>Mana Cost</i>              | 40                                                                                    |
| <i>Casting Skill</i>          | Alteration                                                                            |
| <i>Outdoors only</i>          |                                                                                       |
| <i>Casting Time (secs)</i>    | 4.5                                                                                   |
| <i>Recasting Delay (secs)</i> | 5.75                                                                                  |
| <i>Duration (minutes)</i>     | 3 x level (max 36)                                                                    |
| <i>Range</i>                  | 100 feet                                                                              |
| <i>Target</i>                 | Anyone                                                                                |
| <i>Resistance Invoked</i>     | None                                                                                  |
| <i>Effect</i>                 |                                                                                       |
| Movement Rate boost           | 30% + 1% / 2 levels                                                                   |
| <i>Target's Reaction</i>      | Target is surrounded by a brief lupine aura. (You feel the spirit of wolf enter you.) |



## Spirit Pouch

|                               |                                 |
|-------------------------------|---------------------------------|
| <i>Casters</i>                | Shaman (5)                      |
| <i>Mana Cost</i>              | 40                              |
| <i>Casting Skill</i>          | Conjuration                     |
| <i>Casting Time (secs)</i>    | 5                               |
| <i>Recasting Delay (secs)</i> | 12.25                           |
| <i>Duration</i>               | Instantaneous                   |
| <i>Range</i>                  | 0 feet                          |
| <i>Target</i>                 | Yourself                        |
| <i>Resistance Invoked</i>     | None                            |
| <i>Effect</i>                 |                                 |
| Create Item                   | 1 Spirit Pouch + 1 more / level |



## Spirit Sight

|                            |                     |
|----------------------------|---------------------|
| <i>Casters</i>             | Shaman (9)          |
| <i>Mana Cost</i>           | 20                  |
| <i>Casting Skill</i>       | Divination          |
| <i>Casting Time (secs)</i> | 2                   |
| <i>Duration (minutes)</i>  | 27                  |
| <i>Range</i>               | 100 feet            |
| <i>Radius of Effect</i>    | 60 feet             |
| <i>Target</i>              | Area                |
| <i>Resistance Invoked</i>  | None                |
| <i>Effect</i>              |                     |
| See Invisible              |                     |
| <i>Target's Reaction</i>   | (Your eyes tingle.) |

**Spirit Strength**

|                            |                           |
|----------------------------|---------------------------|
| <i>Casters</i>             | Shaman (19)               |
| <i>Mana Cost</i>           | 40                        |
| <i>Casting Skill</i>       | Alteration                |
| <i>Casting Time (secs)</i> | 5                         |
| <i>Duration (minutes)</i>  | 36                        |
| <i>Range</i>               | 100 feet                  |
| <i>Target</i>              | Anyone                    |
| <i>Resistance Invoked</i>  | None                      |
| <i>Effect</i>              |                           |
| STR boost                  | 7 + 1 / 2 levels (max 18) |
| <i>Target's Reaction</i>   | Target looks stronger.    |

**Spirit Strike**

|                            |                                                        |
|----------------------------|--------------------------------------------------------|
| <i>Casters</i>             | Shaman (14)                                            |
| <i>Mana Cost</i>           | 75                                                     |
| <i>Casting Skill</i>       | Evocation                                              |
| <i>Casting Time (secs)</i> | 2.45                                                   |
| <i>Duration</i>            | Instantaneous                                          |
| <i>Range</i>               | 200 feet                                               |
| <i>Target</i>              | Anyone                                                 |
| <i>Resistance Invoked</i>  | Cold                                                   |
| <i>Effect</i>              |                                                        |
| Damage                     | 60 HP + 1/level (max 81)                               |
| <i>Target's Reaction</i>   | Target staggers as spirits of frost slam against them. |

**Spirit Tap**

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Necromancer (29), Shadow Knight (56)                    |
| <i>Casting Skill</i>     | Alteration                                              |
| <i>Target's Reaction</i> | Target staggers. (You feel your life force drain away.) |

**Splurt**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Necromancer (51)                |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target's body begins to splurt. |

**Spook the Dead**

|                               |                                                               |
|-------------------------------|---------------------------------------------------------------|
| <i>Casters</i>                | Cleric (1), Necromancer (12), Paladin (9), Shadow Knight (22) |
| <i>Mana Cost</i>              | 10                                                            |
| <i>Casting Skill</i>          | Alteration                                                    |
| <i>Casting Time (secs)</i>    | 2                                                             |
| <i>Recasting Delay (secs)</i> | 6.25                                                          |
| <i>Duration (secs)</i>        | 18                                                            |
| <i>Range</i>                  | 200 feet                                                      |
| <i>Target</i>                 | Undead                                                        |
| <i>Resistance Invoked</i>     | Magic                                                         |

**Effect**

|                          |                                                               |
|--------------------------|---------------------------------------------------------------|
| <i>Fear</i>              | Low-level                                                     |
| <i>Target's Reaction</i> | Target has the fear of life put in them. (Your bones tingle.) |

**Staff of Runes**

|                               |                                   |
|-------------------------------|-----------------------------------|
| <i>Casters</i>                | Magician (24)                     |
| <i>Mana Cost</i>              | 60                                |
| <i>Casting Skill</i>          | Conjuration                       |
| <i>Casting Time (secs)</i>    | 6                                 |
| <i>Recasting Delay (secs)</i> | 8.25                              |
| <i>Duration</i>               | Instantaneous                     |
| <i>Range</i>                  | 0 feet                            |
| <i>Target</i>                 | Yourself                          |
| <i>Resistance Invoked</i>     | None                              |
| <i>Effect</i>                 |                                   |
| Create Item                   | 1 Staff of Runes + 1 more / level |

**Staff of Symbols**

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (34) |
| <i>Casting Skill</i> | Conjuration   |

**Staff of Tracing**

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Magician (8)                        |
| <i>Mana Cost</i>              | 20                                  |
| <i>Casting Skill</i>          | Conjuration                         |
| <i>Casting Time (secs)</i>    | 6                                   |
| <i>Recasting Delay (secs)</i> | 8.25                                |
| <i>Duration</i>               | Instantaneous                       |
| <i>Range</i>                  | 0 feet                              |
| <i>Target</i>                 | Yourself                            |
| <i>Resistance Invoked</i>     | None                                |
| <i>Effect</i>                 |                                     |
| Create Item                   | 1 Staff of Tracing + 1 more / level |

**Staff of Warding**

|                               |                                     |
|-------------------------------|-------------------------------------|
| <i>Casters</i>                | Magician (16)                       |
| <i>Mana Cost</i>              | 40                                  |
| <i>Casting Skill</i>          | Conjuration                         |
| <i>Casting Time (secs)</i>    | 6                                   |
| <i>Recasting Delay (secs)</i> | 8.25                                |
| <i>Duration</i>               | Instantaneous                       |
| <i>Range</i>                  | 0 feet                              |
| <i>Target</i>                 | Yourself                            |
| <i>Resistance Invoked</i>     | None                                |
| <i>Effect</i>                 |                                     |
| Create Item                   | 1 Staff of Warding + 1 more / level |



# Spells: Spirit-Strengthen



## Stamina

Casters Shaman (44)  
Casting Skill Alteration

Target's Reaction Target looks robust.



## Starfire

Casters Druid (49)  
Casting Skill Evocation

Target's Reaction Target is bathed in starfire. (You feel the glare of the heavens.)



## Starshine

Casters Druid (9)  
Mana Cost 50

Casting Skill Conjunction

Outdoors only

Casting Time (secs) 5

Recasting Delay (secs) 12.25

Duration Instantaneous

Range (feet) 0 feet

Target Yourself

Resistance Invoked None

Effect

Create Item Globe of Stars

Target's Reaction Target's hands pulse softly. (A globe of stars forms within your hands.)



## Steelskin

Casters Necromancer (34), Shadow Knight (56), Wizard (34)

Casting Skill Abjuration

Target's Reaction Target's skin looks like steel.



## Stinging Swarm

Casters Druid (14), Ranger (30)  
Mana Cost 65

Casting Skill Conjunction

Casting Time (secs) 2.45

Duration (secs) 54

Range 250 feet

Target Anyone

Resistance Invoked Magic

Effect

Damage 13 HP/6 secs

Target's Reaction Target is engulfed in a swarm. (You feel the pain of a thousand stings.)



## Storm Strength

Casters Druid (44), Ranger (53)  
Casting Skill Alteration

Target's Reaction Target looks stronger.



## Strength

Casters Shaman (49)  
Casting Skill Alteration

Target's Reaction Target looks strong.



## Strength of Earth

Casters Druid (9), Ranger (30)  
Mana Cost 40

Casting Skill Alteration

Casting Time (secs) 5

Recasting Delay (secs) 4.75

Duration (minutes) 27

Range 100 feet

Target Anyone

Resistance Invoked None

Effect

STR boost 5 + 1 / 2 levels (max 15)

Target's Reaction Target looks stronger.



## Strength of Stone

Casters Druid (34)  
Casting Skill Alteration

Target's Reaction Target looks stronger.



## Strengthen

Casters Enchanter (1), Shaman (1)  
Mana Cost 10

Casting Skill Alteration

Casting Time (secs) 2

Duration (minutes) 3 + 3 x level (max 27)

Range 100 feet

Target Anyone

Resistance Invoked None

Effect

STR boost 4 + 1/level (max 10)

Target's Reaction Target looks stronger.

**Strike**

|                            |                             |
|----------------------------|-----------------------------|
| <i>Casters</i>             | Cleric (1)                  |
| <i>Mana Cost</i>           | 12                          |
| <i>Casting Skill</i>       | Evocation                   |
| <i>Casting Time (secs)</i> | 1.5                         |
| <i>Duration</i>            | Instantaneous               |
| <i>Range</i>               | 200 feet                    |
| <i>Target</i>              | Anyone                      |
| <i>Resistance Invoked</i>  | Magic                       |
| <i>Effects</i>             |                             |
| <i>Damage</i>              | 6 HP + 1 / 2 levels (max 8) |
| <i>Knockback</i>           | 1/2 foot                    |

**Strip Enchantment**

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Enchanter (24)           |
| <i>Mana Cost</i>              | 70                       |
| <i>Casting Skill</i>          | Abjuration               |
| <i>Casting Time (secs)</i>    | 3.5                      |
| <i>Recasting Delay (secs)</i> | 7.25                     |
| <i>Duration</i>               | Instantaneous            |
| <i>Range</i>                  | 200 feet                 |
| <i>Target</i>                 | Anyone                   |
| <i>Resistance Invoked</i>     | Magic                    |
| <i>Effect</i>                 |                          |
| <i>Cancel Magic</i>           | 4 chances, all low-level |

**Stun**

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Cleric (5), Paladin (30) |
| <i>Mana Cost</i>              | 35                       |
| <i>Casting Skill</i>          | Evocation                |
| <i>Casting Time (secs)</i>    | 1.5                      |
| <i>Recasting Delay (secs)</i> | 14.25                    |
| <i>Duration</i>               | Instantaneous            |
| <i>Range</i>                  | 200 feet                 |
| <i>Target</i>                 | Anyone                   |
| <i>Resistance Invoked</i>     | Magic                    |
| <i>Effect</i>                 |                          |
| <i>Stun (secs)</i>            | 4                        |
| <i>Target's Reaction</i>      | Target is stunned.       |

**Succor**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (57)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Succor: Butcher**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (34)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Succor: East**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (29)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Succor: Lavastorm**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (44)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Succor: North**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (49)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Succor: Ro**

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Druid (39)                      |
| <i>Casting Skill</i>     | Alteration                      |
| <i>Target's Reaction</i> | Target creates a mystic portal. |

**Suffocate**

|                          |                                                           |
|--------------------------|-----------------------------------------------------------|
| <i>Casters</i>           | Enchanter (29)                                            |
| <i>Casting Skill</i>     | Alteration                                                |
| <i>Target's Reaction</i> | Target begins to choke. (You feel a shortness of breath.) |

**Suffocating Sphere**

|                            |                          |
|----------------------------|--------------------------|
| <i>Casters</i>             | Enchanter (4)            |
| <i>Mana Cost</i>           | 20                       |
| <i>Casting Skill</i>       | Alteration               |
| <i>Casting Time (secs)</i> | 1.75                     |
| <i>Duration (secs)</i>     | 12                       |
| <i>Range</i>               | 200 feet                 |
| <i>Target</i>              | Anyone                   |
| <i>Resistance Invoked</i>  | Magic                    |
| <i>Effects</i>             |                          |
| <i>Immediate Damage</i>    | 18 HP                    |
| <i>Subsequent Damage</i>   | 8 HP/6 secs              |
| <i>STR loss</i>            | 5                        |
| <i>AGI loss</i>            | 5                        |
| <i>Target's Reaction</i>   | Target gasps for breath. |

**Summon Arrows**

|                            |                             |
|----------------------------|-----------------------------|
| <i>Casters</i>             | Magician (20)               |
| <i>Mana Cost</i>           | 30                          |
| <i>Casting Skill</i>       | Conjuration                 |
| <i>Casting Time (secs)</i> | 4                           |
| <i>Duration</i>            | Instantaneous               |
| <i>Range</i>               | 0 feet                      |
| <i>Target</i>              | Yourself                    |
| <i>Resistance Invoked</i>  | None                        |
| <i>Effect</i>              |                             |
| <i>Create Item</i>         | 1 arrow + 1 more / 4 levels |

# Spells: Strike-Summon



## Summon Bandages

|                               |                                          |
|-------------------------------|------------------------------------------|
| <i>Casters</i>                | Magician (4)                             |
| <i>Mana Cost</i>              | 15                                       |
| <i>Casting Skill</i>          | Conjuration                              |
| <i>Casting Time (secs)</i>    | 5                                        |
| <i>Recasting Delay (secs)</i> | 8.25                                     |
| <i>Duration</i>               | Instantaneous                            |
| <i>Range</i>                  | 0 feet                                   |
| <i>Target</i>                 | Yourself                                 |
| <i>Resistance Invoked</i>     | None                                     |
| <i>Effect</i>                 |                                          |
| <i>Create Item</i>            | 1 bandage + 1 more /<br>2 levels (max 5) |



## Summon Coldstone

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (29) |
| <i>Casting Skill</i> | Conjuration   |



## Summon Corpse

|                      |                  |
|----------------------|------------------|
| <i>Casters</i>       | Necromancer (39) |
| <i>Casting Skill</i> | Conjuration      |



## Summon Dagger

|                               |                           |
|-------------------------------|---------------------------|
| <i>Casters</i>                | Magician (1)              |
| <i>Mana Cost</i>              | 10                        |
| <i>Casting Skill</i>          | Conjuration               |
| <i>Casting Time (secs)</i>    | 5                         |
| <i>Recasting Delay (secs)</i> | 8.25                      |
| <i>Duration</i>               | Instantaneous             |
| <i>Range</i>                  | 0 feet                    |
| <i>Target</i>                 | Yourself                  |
| <i>Resistance Invoked</i>     | None                      |
| <i>Effect</i>                 |                           |
| <i>Create Item</i>            | 1 dagger + 1 more / level |



## Summon Dead

|                      |                                         |
|----------------------|-----------------------------------------|
| <i>Casters</i>       | Necromancer (29), Shadow<br>Knight (49) |
| <i>Casting Skill</i> | Conjuration                             |



## Summon Drink

|                            |                                                     |
|----------------------------|-----------------------------------------------------|
| <i>Casters</i>             | Cleric (5), Druid (14),<br>Magician (1), Shaman (5) |
| <i>Mana Cost</i>           | 10                                                  |
| <i>Casting Skill</i>       | Conjuration                                         |
| <i>Casting Time (secs)</i> | 4                                                   |
| <i>Duration</i>            | Instantaneous                                       |
| <i>Range</i>               | 0 feet                                              |
| <i>Target</i>              | Yourself                                            |
| <i>Resistance Invoked</i>  | None                                                |
| <i>Effect</i>              |                                                     |
| <i>Create Item</i>         | 1 globe of water + 1 more /<br>level                |



## Summon Fang

|                               |                              |
|-------------------------------|------------------------------|
| <i>Casters</i>                | Magician (12)                |
| <i>Mana Cost</i>              | 40                           |
| <i>Casting Skill</i>          | Conjuration                  |
| <i>Casting Time (secs)</i>    | 6                            |
| <i>Recasting Delay (secs)</i> | 8.25                         |
| <i>Duration</i>               | Instantaneous                |
| <i>Range</i>                  | 0 feet                       |
| <i>Target</i>                 | Yourself                     |
| <i>Resistance Invoked</i>     | None                         |
| <i>Effect</i>                 |                              |
| <i>Create Item</i>            | 1 snake fang + 1 more /level |



## Summon Food

|                            |                                                     |
|----------------------------|-----------------------------------------------------|
| <i>Casters</i>             | Cleric (9), Druid (14),<br>Magician (1), Shaman (9) |
| <i>Mana Cost</i>           | 10                                                  |
| <i>Casting Skill</i>       | Conjuration                                         |
| <i>Casting Time (secs)</i> | 4                                                   |
| <i>Duration</i>            | Instantaneous                                       |
| <i>Range</i>               | 0 feet                                              |
| <i>Target</i>              | Yourself                                            |
| <i>Resistance Invoked</i>  | None                                                |
| <i>Effect</i>              |                                                     |
| <i>Create Item</i>         | 1 black bread + 1 more /<br>level                   |



## Summon Heatstone

|                               |                              |
|-------------------------------|------------------------------|
| <i>Casters</i>                | Magician (16)                |
| <i>Mana Cost</i>              | 40                           |
| <i>Casting Skill</i>          | Conjuration                  |
| <i>Casting Time (secs)</i>    | 7                            |
| <i>Recasting Delay (secs)</i> | 8.25                         |
| <i>Duration</i>               | Instantaneous                |
| <i>Range</i>                  | 0 feet                       |
| <i>Target</i>                 | Yourself                     |
| <i>Resistance Invoked</i>     | None                         |
| <i>Effect</i>                 |                              |
| <i>Create Item</i>            | 1 Heatstone + 1 more / level |



## Summon Ring of Flight

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (39) |
| <i>Casting Skill</i> | Conjuration   |

**Summon Throwing Dagger**

|                     |                                          |
|---------------------|------------------------------------------|
| Casters             | Magician (16)                            |
| Mana Cost           | 20                                       |
| Casting Skill       | Conjuration                              |
| Casting Time (secs) | 4                                        |
| Duration            | Instantaneous                            |
| Range               | 0 feet                                   |
| Target              | Yourself                                 |
| Resistance Invoked  | None                                     |
| Effect              |                                          |
| Create Item         | 1 throwing dagger<br>+ 1 more / 4 levels |

**Summon Waterstone**

|                     |                                     |
|---------------------|-------------------------------------|
| Casters             | Magician (20)                       |
| Mana Cost           | 40                                  |
| Casting Skill       | Conjuration                         |
| Casting Time (secs) | 4                                   |
| Duration            | Instantaneous                       |
| Range               | 0 feet                              |
| Target              | Yourself                            |
| Resistance Invoked  | None                                |
| Effect              |                                     |
| Create Item         | 1 Waterstone<br>+ 1 more / 4 levels |

**Summon Wisp**

|                        |                                                                   |
|------------------------|-------------------------------------------------------------------|
| Casters                | Magician (4)                                                      |
| Mana Cost              | 30                                                                |
| Casting Skill          | Conjuration                                                       |
| Casting Time (secs)    | 5                                                                 |
| Recasting Delay (secs) | 8.25                                                              |
| Duration               | Instantaneous                                                     |
| Range                  | 0 feet                                                            |
| Target                 | Yourself                                                          |
| Resistance Invoked     | None                                                              |
| Effect                 |                                                                   |
| Create Item            | Wisp Stone                                                        |
| Target's Reaction      | Target's hands pulse soft light. (A wisp settles into your hand.) |

**Summoning: Air**

|                     |                                           |
|---------------------|-------------------------------------------|
| Casters             | Magician (24)                             |
| Mana Cost           | 240                                       |
| Casting Skill       | Conjuration                               |
| Components          | Broom of Trilon (not consumed), Malachite |
| Casting Time (secs) | 12                                        |
| Duration            | Instantaneous                             |

|                    |          |
|--------------------|----------|
| Range              | 0 feet   |
| Target             | Yourself |
| Resistance Invoked | None     |
| Effect             |          |

Summon Elemental Air Elemental (Circle 7)

**Summoning: Earth**

|                     |                                          |
|---------------------|------------------------------------------|
| Casters             | Magician (24)                            |
| Mana Cost           | 240                                      |
| Casting Skill       | Conjuration                              |
| Components          | Shovel of Ponz (not consumed), Malachite |
| Casting Time (secs) | 12                                       |
| Duration            | Instantaneous                            |
| Range               | 0 feet                                   |
| Target              | Yourself                                 |
| Resistance Invoked  | None                                     |
| Effect              |                                          |

Summon Elemental Earth Elemental (Circle 7)

**Summoning: Fire**

|                     |                                         |
|---------------------|-----------------------------------------|
| Casters             | Magician (24)                           |
| Mana Cost           | 240                                     |
| Casting Skill       | Conjuration                             |
| Components          | Torch of Alna (not consumed), Malachite |
| Casting Time (secs) | 12                                      |
| Duration            | Instantaneous                           |
| Range               | 0 feet                                  |
| Target              | Yourself                                |
| Resistance Invoked  | None                                    |
| Effect              |                                         |

Summon Elemental Fire Elemental (Circle 7)

**Summoning: Water**

|                     |                                           |
|---------------------|-------------------------------------------|
| Casters             | Magician (24)                             |
| Mana Cost           | 240                                       |
| Casting Skill       | Conjuration                               |
| Components          | Stein of Ulissa (not consumed), Malachite |
| Casting Time (secs) | 12                                        |
| Duration            | Instantaneous                             |
| Range               | 0 feet                                    |
| Target              | Yourself                                  |
| Resistance Invoked  | None                                      |
| Effect              |                                           |

Summon Elemental Water Elemental (Circle 7)

# Spells: Summon-Symbol



## Sunbeam

|                               |                                 |
|-------------------------------|---------------------------------|
| <i>Casters</i>                | Druid (24)                      |
| <i>Mana Cost</i>              | 40                              |
| <i>Casting Skill</i>          | Divination                      |
| <i>Outdoors only</i>          |                                 |
| <i>Casting Time (secs)</i>    | 3                               |
| <i>Recasting Delay (secs)</i> | 14.25                           |
| <i>Duration (secs)</i>        | 12                              |
| <i>Range</i>                  | 200 feet                        |
| <i>Radius of Effect</i>       | 20 feet                         |
| <i>Target</i>                 | Area                            |
| <i>Resistance Invoked</i>     | Magic                           |
| <i>Effect</i>                 | Blindness                       |
| <i>Target's Reaction</i>      | Target is blinded by a sunbeam. |



## Sunskin

|                          |                                                     |
|--------------------------|-----------------------------------------------------|
| <i>Casters</i>           | Cleric (51)                                         |
| <i>Casting Skill</i>     | Divination                                          |
| <i>Target's Reaction</i> | Target fades a little. (You feel your skin tingle.) |



## Sunstrike

|                          |                                              |
|--------------------------|----------------------------------------------|
| <i>Casters</i>           | Wizard (60)                                  |
| <i>Casting Skill</i>     | Evocation                                    |
| <i>Target's Reaction</i> | Target is consumed by the flames of the sun. |



## Superior Camouflage

|                            |                                  |
|----------------------------|----------------------------------|
| <i>Casters</i>             | Druid (19), Ranger (49)          |
| <i>Mana Cost</i>           | 40                               |
| <i>Casting Skill</i>       | Divination                       |
| <i>Casting Time (secs)</i> | 5                                |
| <i>Duration (minutes)</i>  | 24                               |
| <i>Range</i>               | 100 feet                         |
| <i>Target</i>              | Anyone                           |
| <i>Resistance Invoked</i>  | None                             |
| <i>Effect</i>              | Invisibility                     |
| <i>Target's Reaction</i>   | Target fades away. (You vanish.) |



## Superior Healing

|                          |                                                       |
|--------------------------|-------------------------------------------------------|
| <i>Casters</i>           | Cleric (34), Druid (53),<br>Paladin (57), Shaman (53) |
| <i>Casting Skill</i>     | Alteration                                            |
| <i>Target's Reaction</i> | Target feels much better.                             |



## Supernova

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Wizard (49)                   |
| <i>Casting Skill</i>     | Evocation                     |
| <i>Target's Reaction</i> | Target is immolated in flame. |



## Surge of Enfeeblement

|                          |                                                   |
|--------------------------|---------------------------------------------------|
| <i>Casters</i>           | Necromancer (34)                                  |
| <i>Casting Skill</i>     | Alteration                                        |
| <i>Target's Reaction</i> | Target weakens. (You feel your strength dwindle.) |



## Swift like the Wind

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Enchanter (49)            |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target feels much faster. |



## Sword of Runes

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (29) |
| <i>Casting Skill</i> | Conjuration   |



## Symbol of Marzin

|                          |                                                                                                |
|--------------------------|------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (54)                                                                                    |
| <i>Casting Skill</i>     | Abjuration                                                                                     |
| <i>Target's Reaction</i> | Target is cloaked in a shimmer of glowing symbols. (A mystic symbol flashes before your eyes.) |



## Symbol of Naltron

|                          |                                                                                                |
|--------------------------|------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (44), Paladin (58)                                                                      |
| <i>Casting Skill</i>     | Abjuration                                                                                     |
| <i>Target's Reaction</i> | Target is cloaked in a shimmer of glowing symbols. (A mystic symbol flashes before your eyes.) |



## Symbol of Pinzarn

|                          |                                                                                                |
|--------------------------|------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (34), Paladin (49)                                                                      |
| <i>Casting Skill</i>     | Abjuration                                                                                     |
| <i>Target's Reaction</i> | Target is cloaked in a shimmer of glowing symbols. (A mystic symbol flashes before your eyes.) |



### Symbol of Rylltan

|                            |                                                                                                |
|----------------------------|------------------------------------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (24), Paladin (39)                                                                      |
| <i>Mana Cost</i>           | 111                                                                                            |
| <i>Casting Skill</i>       | Abjuration                                                                                     |
| <i>Component</i>           | Bloodstone                                                                                     |
| <i>Casting Time (secs)</i> | 4                                                                                              |
| <i>Duration (minutes)</i>  | 36                                                                                             |
| <i>Range</i>               | 100 feet                                                                                       |
| <i>Target</i>              | Anyone                                                                                         |
| <i>Resistance Invoked</i>  | None                                                                                           |
| <i>Effect</i>              |                                                                                                |
| <i>Bonus HP</i>            | 118 + 10/level (max 158)                                                                       |
| <i>Target's Reaction</i>   | Target is cloaked in a shimmer of glowing symbols. (A mystic symbol flashes before your eyes.) |



### Symbol of Transal

|                            |                                                                                                |
|----------------------------|------------------------------------------------------------------------------------------------|
| <i>Casters</i>             | Cleric (14), Paladin (30)                                                                      |
| <i>Mana Cost</i>           | 55                                                                                             |
| <i>Casting Skill</i>       | Abjuration                                                                                     |
| <i>Component</i>           | Cat's Eye Agate                                                                                |
| <i>Casting Time (secs)</i> | 3.5                                                                                            |
| <i>Duration (minutes)</i>  | 27                                                                                             |
| <i>Range</i>               | 100 feet                                                                                       |
| <i>Target</i>              | Anyone                                                                                         |
| <i>Resistance Invoked</i>  | None                                                                                           |
| <i>Effect</i>              |                                                                                                |
| <i>Bonus HP</i>            | 73                                                                                             |
| <i>Target's Reaction</i>   | Target is cloaked in a shimmer of glowing symbols. (A mystic symbol flashes before your eyes.) |



### Sympathetic Aura

|                            |                                                                           |
|----------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (20)                                                            |
| <i>Mana Cost</i>           | 40                                                                        |
| <i>Casting Skill</i>       | Alteration                                                                |
| <i>Casting Time (secs)</i> | 5                                                                         |
| <i>Duration (minutes)</i>  | 36                                                                        |
| <i>Range</i>               | 100 feet                                                                  |
| <i>Target</i>              | Anyone                                                                    |
| <i>Resistance Invoked</i>  | None                                                                      |
| <i>Effect</i>              |                                                                           |
| <i>CHA boost</i>           | 6 + 1 / 2 levels (max 18)                                                 |
| <i>Target's Reaction</i>   | Target is surrounded by a warm aura. (You feel a warm aura surround you.) |



### Tagar's Insects

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Shaman (29)                      |
| <i>Casting Skill</i>     | Alteration                       |
| <i>Target's Reaction</i> | Target yawns. (You feel drowsy.) |



### Tainted Breath

|                            |                           |
|----------------------------|---------------------------|
| <i>Casters</i>             | Shaman (9)                |
| <i>Mana Cost</i>           | 40                        |
| <i>Casting Skill</i>       | Conjuration               |
| <i>Casting Time (secs)</i> | 2.1                       |
| <i>Duration (secs)</i>     | 42                        |
| <i>Range</i>               | 200 feet                  |
| <i>Target</i>              | Anyone                    |
| <i>Resistance Invoked</i>  | Poison                    |
| <i>Effects</i>             |                           |
| <i>Poison</i>              | 5                         |
| <i>Immediate Damage</i>    | 18 HP                     |
| <i>Subsequent Damage</i>   | 8 HP/6 secs               |
| <i>Target's Reaction</i>   | Target has been poisoned. |



### Talisman of Altuna

|                          |                                         |
|--------------------------|-----------------------------------------|
| <i>Casters</i>           | Shaman (44)                             |
| <i>Casting Skill</i>     | Alteration                              |
| <i>Target's Reaction</i> | Target looks tougher. (You feel tough.) |



### Talisman of Jasinth

|                          |                                                       |
|--------------------------|-------------------------------------------------------|
| <i>Casters</i>           | Shaman (51)                                           |
| <i>Casting Skill</i>     | Abjuration                                            |
| <i>Target's Reaction</i> | Target has been protected by the Talisman of Jasinth. |



### Talisman of Kragg

|                          |                       |
|--------------------------|-----------------------|
| <i>Casters</i>           | Shaman (55)           |
| <i>Casting Skill</i>     | Alteration            |
| <i>Target's Reaction</i> | Target looks tougher. |



### Talisman of Shadoo

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Shaman (53)                                          |
| <i>Casting Skill</i>     | Abjuration                                           |
| <i>Target's Reaction</i> | Target has been protected by the Talisman of Shadoo. |



### Talisman of the Brute

|                          |                                                                              |
|--------------------------|------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (57)                                                                  |
| <i>Casting Skill</i>     | Alteration                                                                   |
| <i>Target's Reaction</i> | Target looks robust. (You feel the spirit of the brute channel through you.) |

# Spells: Symbol-Tears



## **Talisman of the Cat**

|                          |                                                                           |
|--------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (57)                                                               |
| <i>Casting Skill</i>     | Alteration                                                                |
| <i>Target's Reaction</i> | Target looks agile. (You feel the spirit of the cat channel through you.) |



## **Talisman of the Raptor**

|                          |                                                                                  |
|--------------------------|----------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (59)                                                                      |
| <i>Casting Skill</i>     | Alteration                                                                       |
| <i>Target's Reaction</i> | Target looks dexterous. (You feel the spirit of the raptor channel through you.) |



## **Talisman of the Rhino**

|                          |                                                                              |
|--------------------------|------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (58)                                                                  |
| <i>Casting Skill</i>     | Alteration                                                                   |
| <i>Target's Reaction</i> | Target looks strong. (You feel the spirit of the rhino channel through you.) |



## **Talisman of the Serpent**

|                          |                                                                                     |
|--------------------------|-------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (58)                                                                         |
| <i>Casting Skill</i>     | Alteration                                                                          |
| <i>Target's Reaction</i> | Target looks charismatic. (You feel the spirit of the serpent channel through you.) |



## **Talisman of Tnarg**

|                          |                                         |
|--------------------------|-----------------------------------------|
| <i>Casters</i>           | Shaman (34)                             |
| <i>Casting Skill</i>     | Alteration                              |
| <i>Target's Reaction</i> | Target looks tougher. (You feel tough.) |



## **Taper Enchantment**

|                            |                                                                               |
|----------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (1)                                                                 |
| <i>Mana Cost</i>           | 5                                                                             |
| <i>Casting Skill</i>       | Abjuration                                                                    |
| <i>Casting Time (secs)</i> | 3                                                                             |
| <i>Duration</i>            | Instantaneous                                                                 |
| <i>Range</i>               | 200 feet                                                                      |
| <i>Target</i>              | Anyone                                                                        |
| <i>Resistance Invoked</i>  | None                                                                          |
| <i>Effect</i>              |                                                                               |
| <i>Cancel Magic</i>        | 1 chance, lowest level                                                        |
| <i>Target's Reaction</i>   | Target is surrounded by a pulse of static air. (The air crackles around you.) |



## **Tashan**

|                            |                                                                   |
|----------------------------|-------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (4)                                                     |
| <i>Mana Cost</i>           | 10                                                                |
| <i>Casting Skill</i>       | Abjuration                                                        |
| <i>Casting Time (secs)</i> | 1                                                                 |
| <i>Duration (minutes)</i>  | 1 + 12 secs/level                                                 |
| <i>Range</i>               | 200 feet                                                          |
| <i>Target</i>              | Anyone                                                            |
| <i>Resistance Invoked</i>  | None                                                              |
| <i>Effects</i>             |                                                                   |
| <i>Poison</i>              | 1                                                                 |
| <i>Magic Res. lowered</i>  | 5 + 1/level (max 13)                                              |
| <i>Target's Reaction</i>   | Target glances nervously about. (You hear the barking of Tashan.) |



## **Tashani**

|                            |                                                                        |
|----------------------------|------------------------------------------------------------------------|
| <i>Casters</i>             | Enchanter (20)                                                         |
| <i>Mana Cost</i>           | 20                                                                     |
| <i>Casting Skill</i>       | Abjuration                                                             |
| <i>Casting Time (secs)</i> | 1                                                                      |
| <i>Duration (minutes)</i>  | 1 + 12 secs/level                                                      |
| <i>Range</i>               | 200 feet                                                               |
| <i>Target</i>              | Anyone                                                                 |
| <i>Resistance Invoked</i>  | None                                                                   |
| <i>Effects</i>             |                                                                        |
| <i>Poison</i>              | 1                                                                      |
| <i>Magic Res. lowered</i>  | 10 + 1 / 2 levels (max 23)                                             |
| <i>Target's Reaction</i>   | Target glances nervously about. (You hear the barking of the Tashani.) |



## **Tashania**

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (44)                                                      |
| <i>Casting Skill</i>     | Abjuration                                                          |
| <i>Target's Reaction</i> | Target glances nervously about. (You hear the barking of Tashania.) |



## **Tashanian**

|                          |                                                                     |
|--------------------------|---------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (57)                                                      |
| <i>Casting Skill</i>     | Abjuration                                                          |
| <i>Target's Reaction</i> | Target glances nervously about. (You hear the barking of Tashania.) |



## **Tears of Druzzil**

|                          |                                                                |
|--------------------------|----------------------------------------------------------------|
| <i>Casters</i>           | Wizard (52)                                                    |
| <i>Casting Skill</i>     | Evocation                                                      |
| <i>Target's Reaction</i> | Target's skin blisters as the tears of Druzzil rain upon them. |

**Tears of Prexus**

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Wizard (58)                                                  |
| <i>Casting Skill</i>     | Evocation                                                    |
| <i>Target's Reaction</i> | Target's skin freezes as the tears of Prexus rain upon them. |

**Tears of Solusek**

|                          |                                                                |
|--------------------------|----------------------------------------------------------------|
| <i>Casters</i>           | Wizard (55)                                                    |
| <i>Casting Skill</i>     | Evocation                                                      |
| <i>Target's Reaction</i> | Target's skin blisters as the tears of Solusek rain upon them. |

**Tepid Deeds**

|                            |                     |
|----------------------------|---------------------|
| <i>Casters</i>             | Enchanter (24)      |
| <i>Mana Cost</i>           | 100                 |
| <i>Casting Skill</i>       | Alteration          |
| <i>Casting Time (secs)</i> | 3.5                 |
| <i>Duration (secs)</i>     | 12 + 3 / level      |
| <i>Range</i>               | 250 feet            |
| <i>Target</i>              | Anyone              |
| <i>Resistance Invoked</i>  | Magic               |
| <i>Effect</i>              |                     |
| <i>Attack Speed loss</i>   | 20% + 1% / 2 levels |
| <i>Target's Reaction</i>   | Target slows down.  |

**Terrorize Animal**

|                            |            |
|----------------------------|------------|
| <i>Casters</i>             | Druid (19) |
| <i>Mana Cost</i>           | 30         |
| <i>Casting Skill</i>       | Alteration |
| <i>Casting Time (secs)</i> | 1.75       |
| <i>Duration (secs)</i>     | 54         |
| <i>Range</i>               | 200 feet   |
| <i>Target</i>              | Animal     |
| <i>Resistance Invoked</i>  | Magic      |
| <i>Effect</i>              |            |
| <i>Fear</i>                | Low-level  |

**The Unspoken Word**

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Cleric (59)                                                  |
| <i>Casting Skill</i>     | Evocation                                                    |
| <i>Target's Reaction</i> | Target writhes and staggers. (Your mind bleeds with wonder.) |

**Theft of Thought**

|                          |                                                              |
|--------------------------|--------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (51)                                               |
| <i>Casting Skill</i>     | Alteration                                                   |
| <i>Target's Reaction</i> | Target staggers. (You feel your mental energies drain away.) |

**Thicken Mana**

|                            |                                         |
|----------------------------|-----------------------------------------|
| <i>Casters</i>             | Enchanter (12)                          |
| <i>Mana Cost</i>           | 200                                     |
| <i>Casting Skill</i>       | Alteration                              |
| <i>Components</i>          | Pearl, Poison Vial                      |
| <i>Casting Time (secs)</i> | 6                                       |
| <i>Duration</i>            | Instantaneous                           |
| <i>Range</i>               | 0 feet                                  |
| <i>Target</i>              | Yourself                                |
| <i>Resistance Invoked</i>  | None                                    |
| <i>Effect</i>              |                                         |
| <i>Create Item</i>         | 1 vial of Viscous Mana + 1 more / level |

**Thistlecoat**

|                            |                                                                   |
|----------------------------|-------------------------------------------------------------------|
| <i>Casters</i>             | Druid (9), Ranger (15)                                            |
| <i>Mana Cost</i>           | 25                                                                |
| <i>Casting Skill</i>       | Abjuration                                                        |
| <i>Casting Time (secs)</i> | 2                                                                 |
| <i>Duration (minutes)</i>  | 3 x level                                                         |
| <i>Range</i>               | 0 feet                                                            |
| <i>Target</i>              | Yourself                                                          |
| <i>Resistance Invoked</i>  | Magic                                                             |
| <i>Effects</i>             |                                                                   |
| <i>AC boost</i>            | 7 + 1/level (max 21)                                              |
| <i>Reflect Damage</i>      | 1 HP                                                              |
| <i>Target's Reaction</i>   | Target's skin sprouts thistles. (Thistles spring from your skin.) |

**Thorncoat**

|                          |                                                               |
|--------------------------|---------------------------------------------------------------|
| <i>Casters</i>           | Druid (49), Ranger (60)                                       |
| <i>Casting Skill</i>     | Abjuration                                                    |
| <i>Target's Reaction</i> | Target's skin sprouts thorns. (Thorns spring from your skin.) |

**Thrall of Bones**

|                          |                  |
|--------------------------|------------------|
| <i>Casters</i>           | Necromancer (54) |
| <i>Casting Skill</i>     | Alteration       |
| <i>Target's Reaction</i> | Target moans.    |

**Thunder Strike**

|                          |                                                                           |
|--------------------------|---------------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (29)                                                               |
| <i>Casting Skill</i>     | Evocation                                                                 |
| <i>Target's Reaction</i> | Target has been struck by a Thunder Bolt. (You have been thunder struck.) |

**Thunderbold**

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Wizard (54)                      |
| <i>Casting Skill</i>     | Evocation                        |
| <i>Target's Reaction</i> | Target has been thunder stunned. |



# Spells: Tears-Track



## Thunderclap

|                          |                                 |
|--------------------------|---------------------------------|
| <i>Casters</i>           | Wizard (34)                     |
| <i>Casting Skill</i>     | Evocation                       |
| <i>Target's Reaction</i> | Target has been thunder struck. |



## Tiger's Insects

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Shaman (58)                      |
| <i>Casting Skill</i>     | Alteration                       |
| <i>Target's Reaction</i> | Target yawns. (You feel drowsy.) |



## Tishan's Clash

|                               |                          |
|-------------------------------|--------------------------|
| <i>Casters</i>                | Wizard (20)              |
| <i>Mana Cost</i>              | 65                       |
| <i>Casting Skill</i>          | Evocation                |
| <i>Casting Time (secs)</i>    | 2.5                      |
| <i>Recasting Delay (secs)</i> | 20.5                     |
| <i>Duration</i>               | Instantaneous            |
| <i>Range</i>                  | 200 feet                 |
| <i>Target</i>                 | Anyone                   |
| <i>Resistance Invoked</i>     | Magic                    |
| <i>Effects</i>                |                          |
| <i>Damage</i>                 | 10 HP + 1/level (max 50) |
| <i>Stun</i>                   | 5 seconds                |
| <i>Target's Reaction</i>      | Target is stunned.       |



## Tishan's Discord

|                          |                    |
|--------------------------|--------------------|
| <i>Casters</i>           | Wizard (51)        |
| <i>Casting Skill</i>     | Evocation          |
| <i>Target's Reaction</i> | Target is stunned. |



## Tishan's Relocation

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (39)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |



## Togor's Insects

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Shaman (39)                      |
| <i>Casting Skill</i>     | Alteration                       |
| <i>Target's Reaction</i> | Target yawns. (You feel drowsy.) |



## Torment of Argli

|                          |                                                                                             |
|--------------------------|---------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (56)                                                                              |
| <i>Casting Skill</i>     | Evocation                                                                                   |
| <i>Target's Reaction</i> | Target screams from the Torment of Argli. (Your thoughts muddle from the Torment of Argli.) |



## Torpor

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Shaman (60) |
| <i>Casting Skill</i> | Alteration  |

## Target's Reaction

Target falls into a state of torpor.



## Torrent of Poison

|                          |                                                                                           |
|--------------------------|-------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (55)                                                                               |
| <i>Casting Skill</i>     | Evocation                                                                                 |
| <i>Target's Reaction</i> | Target's skin steams and melts. (Your skin steams and melts as poison rains down on you.) |



## Touch of Night

|                          |                                                                 |
|--------------------------|-----------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (59)                                                |
| <i>Casting Skill</i>     | Alteration                                                      |
| <i>Target's Reaction</i> | Target staggers. (Your lifeforce drains at the Touch of Night.) |



## Tox Gate

|                               |                 |
|-------------------------------|-----------------|
| <i>Casters</i>                | Wizard (20)     |
| <i>Mana Cost</i>              | 150             |
| <i>Casting Skill</i>          | Alteration      |
| <i>Casting Time (secs)</i>    | 7               |
| <i>Recasting Delay (secs)</i> | 12.25           |
| <i>Duration</i>               | Instantaneous   |
| <i>Range</i>                  | 0 feet          |
| <i>Target</i>                 | Yourself        |
| <i>Resistance Invoked</i>     | None            |
| <i>Effect</i>                 |                 |
| <i>Teleports you to</i>       | Toxxulia Forest |

|                          |                    |
|--------------------------|--------------------|
| <i>Target's Reaction</i> | Target fades away. |
|--------------------------|--------------------|



## Tox Portal

|                          |                                     |
|--------------------------|-------------------------------------|
| <i>Casters</i>           | Wizard (29)                         |
| <i>Casting Skill</i>     | Alteration                          |
| <i>Target's Reaction</i> | Target creates a shimmering portal. |



## Track Corpse

|                               |             |
|-------------------------------|-------------|
| <i>Casters</i>                | Wizard (20) |
| <i>Mana Cost</i>              | 15          |
| <i>Casting Skill</i>          | Divination  |
| <i>Casting Time (secs)</i>    | 1.5         |
| <i>Recasting Delay (secs)</i> | 5.5         |
| <i>Duration (minutes)</i>     | 12          |
| <i>Range</i>                  | 10,000 feet |
| <i>Radius of Effect</i>       | 1000 feet   |
| <i>Target</i>                 | Yourself    |
| <i>Resistance Invoked</i>     | None        |
| <i>Effect</i>                 |             |
| <i>Locate Corpse</i>          |             |

**Treeform**

|                            |                                                  |
|----------------------------|--------------------------------------------------|
| <i>Casters</i>             | Druid (9)                                        |
| <i>Mana Cost</i>           | 30                                               |
| <i>Casting Skill</i>       | Alteration                                       |
| <i>Outdoors only</i>       |                                                  |
| <i>Casting Time (secs)</i> | 4                                                |
| <i>Duration (minutes)</i>  | 3 x level (max 36)                               |
| <i>Range</i>               | 0 feet                                           |
| <i>Target</i>              | Yourself                                         |
| <i>Resistance Invoked</i>  | None                                             |
| <i>Effects</i>             |                                                  |
| <i>Change Form</i>         | Tree                                             |
| <i>Immobilizes</i>         |                                                  |
| <i>Healing</i>             | 1 HP + 1 / 6 levels (max 5)                      |
| <i>Fire Res. lowered</i>   | 10                                               |
| <i>Target's Reaction</i>   | Target turns into a tree. (You have taken root.) |

**Tremor**

|                               |                               |
|-------------------------------|-------------------------------|
| <i>Casters</i>                | Cleric (34), Druid (24)       |
| <i>Mana Cost</i>              | 200                           |
| <i>Casting Skill</i>          | Evocation                     |
| <i>Casting Time (secs)</i>    | 4                             |
| <i>Recasting Delay (secs)</i> | 12.5                          |
| <i>Duration</i>               | Instantaneous                 |
| <i>Range</i>                  | 0 feet                        |
| <i>Radius of Effect</i>       | 30 feet                       |
| <i>Target</i>                 | Area (but not your group)     |
| <i>Resistance Invoked</i>     | Magic                         |
| <i>Effects</i>                |                               |
| <i>Damage</i>                 | 64 HP + 2/level (max 122)     |
| <i>Knockback</i>              | 1 foot                        |
| <i>Target's Reaction</i>      | (You feel the ground rumble.) |

**Trepidation**

|                          |                                                                        |
|--------------------------|------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (57), Enchanter (56), Necromancer (56)                          |
| <i>Casting Skill</i>     | Alteration                                                             |
| <i>Target's Reaction</i> | Target is filled with trepidation. (Your mind fills with trepidation.) |

**Trucidation**

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Necromancer (60)                                |
| <i>Casting Skill</i>     | Alteration                                      |
| <i>Target's Reaction</i> | Target drains away. (Your essence drains away.) |

**True North**

|                |                                                                                               |
|----------------|-----------------------------------------------------------------------------------------------|
| <i>Casters</i> | Cleric (1), Enchanter (1), Magician (1), Necromancer (4), Paladin (9), Shaman (1), Wizard (1) |
|----------------|-----------------------------------------------------------------------------------------------|

|                               |               |
|-------------------------------|---------------|
| <i>Mana Cost</i>              | 5             |
| <i>Casting Skill</i>          | Divination    |
| <i>Casting Time (secs)</i>    | 2             |
| <i>Recasting Delay (secs)</i> | 6.25          |
| <i>Duration</i>               | Instantaneous |
| <i>Range</i>                  | 0 feet        |
| <i>Target</i>                 | Yourself      |
| <i>Resistance Invoked</i>     | None          |
| <i>Effect</i>                 |               |

*True North Shown*

*Target's Reaction* (You spin to face north.)

**Tunare's Request**

|                          |                |
|--------------------------|----------------|
| <i>Casters</i>           | Druid (55)     |
| <i>Casting Skill</i>     | Alteration     |
| <i>Target's Reaction</i> | Target blinks. |

**Turgur's Insects**

|                          |                                  |
|--------------------------|----------------------------------|
| <i>Casters</i>           | Shaman (51)                      |
| <i>Casting Skill</i>     | Alteration                       |
| <i>Target's Reaction</i> | Target yawns. (You feel drowsy.) |

**Turtle Skin**

|                               |                                                                      |
|-------------------------------|----------------------------------------------------------------------|
| <i>Casters</i>                | Shaman (14)                                                          |
| <i>Mana Cost</i>              | 50                                                                   |
| <i>Casting Skill</i>          | Abjuration                                                           |
| <i>Casting Time (secs)</i>    | 5                                                                    |
| <i>Recasting Delay (secs)</i> | 9.75                                                                 |
| <i>Duration (minutes)</i>     | 36                                                                   |
| <i>Range</i>                  | 100 feet                                                             |
| <i>Target</i>                 | Anyone                                                               |
| <i>Resistance Invoked</i>     | None                                                                 |
| <i>Effect</i>                 |                                                                      |
| <i>AC boost</i>               | 17 + 1/level (max 35)                                                |
| <i>Target's Reaction</i>      | Target's skin looks greener. (Your skin turns hard as turtle shell.) |

**Uleen's Animation**

|                      |                |
|----------------------|----------------|
| <i>Casters</i>       | Enchanter (29) |
| <i>Casting Skill</i> | Conjuration    |

**Ultravision**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (29), Shaman (29)                    |
| <i>Casting Skill</i>     | Divination                                     |
| <i>Target's Reaction</i> | Target's eyes glow violet. (Your eyes tingle.) |

**Umbra**

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Enchanter (57)                       |
| <i>Casting Skill</i>     | Abjuration                           |
| <i>Target's Reaction</i> | Target's image fades into the umbra. |

# Spells: Treeform-Docarate



## Unfailing Reverence

|                          |                                                                                           |
|--------------------------|-------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (59)                                                                               |
| <i>Casting Skill</i>     | Alteration                                                                                |
| <i>Target's Reaction</i> | Target exudes an aura of massive charisma. (People look at you with unfailing reverence.) |



## United Resolve

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Cleric (54)            |
| <i>Casting Skill</i>     | Abjuration             |
| <i>Target's Reaction</i> | Target looks resolute. |



## Unswerving Hammer of Faith

|                      |             |
|----------------------|-------------|
| <i>Casters</i>       | Cleric (54) |
| <i>Casting Skill</i> | Conjuration |



## Upheaval

|                          |                                                                                |
|--------------------------|--------------------------------------------------------------------------------|
| <i>Casters</i>           | Cleric (52), Druid (51)                                                        |
| <i>Casting Skill</i>     | Evocation                                                                      |
| <i>Target's Reaction</i> | Target is mauled by the moving ground. (You feel the ground scream and heave.) |



## Valor

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Cleric (34), Paladin (49) |
| <i>Casting Skill</i>     | Abjuration                |
| <i>Target's Reaction</i> | Target looks valorous.    |



## Vampiric Curse

|                          |                                                         |
|--------------------------|---------------------------------------------------------|
| <i>Casters</i>           | Necromancer (29), Shadow Knight (57)                    |
| <i>Casting Skill</i>     | Alteration                                              |
| <i>Target's Reaction</i> | Target pales. (You feel your blood being drained away.) |



## Vampiric Embrace

|                               |                                                             |
|-------------------------------|-------------------------------------------------------------|
| <i>Casters</i>                | Necromancer (8), Shadow Knight (22)                         |
| <i>Mana Cost</i>              | 30                                                          |
| <i>Casting Skill</i>          | Alteration                                                  |
| <i>Casting Time (secs)</i>    | 3                                                           |
| <i>Recasting Delay (secs)</i> | 8.25                                                        |
| <i>Duration (minutes)</i>     | 1 + 6 secs/level                                            |
| <i>Range</i>                  | 0 feet                                                      |
| <i>Target</i>                 | Yourself                                                    |
| <i>Resistance Invoked</i>     | None                                                        |
| <i>Effect</i>                 |                                                             |
| <i>Contact Ability</i>        | Might drain 12 HP + 1/level on next successful melee strike |
| <i>Target's Reaction</i>      | Target's hands begin to glow.                               |



## Velocity

|                          |                            |
|--------------------------|----------------------------|
| <i>Casters</i>           | Magician (58)              |
| <i>Casting Skill</i>     | Alteration                 |
| <i>Target's Reaction</i> | Target shimmers and blurs. |



## Vengeance of Al'Kabor

|                          |                                                 |
|--------------------------|-------------------------------------------------|
| <i>Casters</i>           | Wizard (59)                                     |
| <i>Casting Skill</i>     | Evocation                                       |
| <i>Target's Reaction</i> | Target is blasted by the Vengeance of Al'Kabor. |



## Venom of the Snake

|                          |                               |
|--------------------------|-------------------------------|
| <i>Casters</i>           | Necromancer (34), Shaman (39) |
| <i>Casting Skill</i>     | Conjuration                   |
| <i>Target's Reaction</i> | Target has been poisoned.     |



## Vexing Mordinia

|                          |                                                                                                       |
|--------------------------|-------------------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Necromancer (57)                                                                                      |
| <i>Casting Skill</i>     | Alteration                                                                                            |
| <i>Target's Reaction</i> | Target staggers under the curse of Vexing Mordinia. (Vexing Mordinia begins to drain your life away.) |



## Vigilant Spirit

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| <i>Casters</i>           | Shaman (39)                                                        |
| <i>Casting Skill</i>     | Conjuration                                                        |
| <i>Target's Reaction</i> | Target summons a companion spirit. (You summon a vigilant spirit.) |



## Vision

|                                   |                                                             |
|-----------------------------------|-------------------------------------------------------------|
| <i>Casters</i>                    | Shaman (19)                                                 |
| <i>Mana Cost</i>                  | 10                                                          |
| <i>Casting Skill</i>              | Divination                                                  |
| <i>Casting Time (secs)</i>        | 4                                                           |
| <i>Recasting Delay (secs)</i>     | 12.25                                                       |
| <i>Duration (minutes)</i>         | 1 + 12 secs/level                                           |
| <i>Range</i>                      | 10,000 feet                                                 |
| <i>Target</i>                     | Anyone                                                      |
| <i>Resistance Invoked</i>         | None                                                        |
| <i>Effect</i>                     |                                                             |
| <i>You see from Target's View</i> |                                                             |
| <i>Ultravision</i>                |                                                             |
| <i>Target's Reaction</i>          | Target's eyes shimmer. (Your spirit drifts from your body.) |



## Visions of Grandeur

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (60)                                                                |
| <i>Casting Skill</i>     | Alteration                                                                    |
| <i>Target's Reaction</i> | Target experiences visions of grandeur. (You experience visions of grandeur.) |



## Vocate: Earth

|                      |               |
|----------------------|---------------|
| <i>Casters</i>       | Magician (51) |
| <i>Casting Skill</i> | Conjuration   |

**Vocate: Air**

Casters Magician (53)  
Casting Skill Conjuration

**Vocate: Fire**

Casters Magician (52)  
Casting Skill Conjuration

**Vocate: Water**

Casters Magician (54)  
Casting Skill Conjuration

**Voice Graft**

Casters Necromancer (16)  
Mana Cost 10  
Casting Skill Divination  
Casting Time (secs) 6  
Recasting Delay (secs) 14.25  
Duration (minutes) 27  
Range 100 feet  
Target Your pet  
Resistance Invoked None  
Effect  
Ventriloquism

Target's Reaction Target's head shimmers.

**Voice of the Berserker**

Casters Shaman (59)  
Casting Skill Abjuration  
Target's Reaction Target goes berserk. (You lose yourself in your rage and go berserk.)

**Voltaic Draugh**

Casters Wizard (54)  
Casting Skill Evocation  
Target's Reaction Target is caught in a torrent of lightning.

**Wake of Karana**

Casters Druid (56)  
Casting Skill Alteration  
Target's Reaction (You call out to Karana.)

**Wake of Tranquility**

Casters Cleric (55), Enchanter (51)  
Casting Skill Alteration  
Target's Reaction Target looks less aggressive. (You feel your aggression subside.)

**Walking Sleep**

Casters Shaman (14)  
Mana Cost 60

Casting Skill Alteration  
Casting Time (secs) 3.25  
Recasting Delay (secs) 7.25  
Duration (secs) 12 + 6 / 2 levels  
Range 200 feet  
Target Anyone  
Resistance Invoked Magic  
Effect  
Attack Speed loss 20 + 1 / 4 levels  
Target's Reaction Target yawns. (You feel drowsy.)

**Ward Summoned**

Casters Cleric (19), Druid (5),  
Magician (12), Ranger (22)  
Mana Cost 30  
Casting Skill Evocation  
Casting Time (secs) 2.1  
Duration Instantaneous  
Range 200 feet  
Target Summoned creature  
Resistance Invoked Magic  
Effect  
Damage 30 HP + 1/level (max 41)  
Target's Reaction Target staggers.

**Ward Undead**

Casters Cleric (5), Necromancer (8),  
Paladin (15), Shadow  
Knight (22)  
Mana Cost 30  
Casting Skill Evocation  
Casting Time (secs) 2.1  
Duration Instantaneous  
Range 200 feet  
Target Undead  
Resistance Invoked Magic  
Effect  
Damage 30 HP + 1/level (max 41)

# Spells: Docerate-Whirl



## Wave of Enfeeblement

|                               |                                                   |
|-------------------------------|---------------------------------------------------|
| <b>Casters</b>                | Necromancer (12), Shadow Knight (30)              |
| <b>Mana Cost</b>              | 40                                                |
| <b>Casting Skill</b>          | Alteration                                        |
| <b>Casting Time (secs)</b>    | 2.5                                               |
| <b>Recasting Delay (secs)</b> | 7.75                                              |
| <b>Duration (minutes)</b>     | 1 + 6 secs/level (max 4 m)                        |
| <b>Range</b>                  | 0 feet                                            |
| <b>Radius of Effect</b>       | 30 feet                                           |
| <b>Target</b>                 | Area (but not your group)                         |
| <b>Resistance Invoked</b>     | Magic                                             |
| <b>Effect</b>                 |                                                   |
| STR loss                      | 5 + 1 / 2 levels (max 15)                         |
| <b>Target's Reaction</b>      | Target weakens. (You feel your strength dwindle.) |



## Wave of Fear

|                               |                                                        |
|-------------------------------|--------------------------------------------------------|
| <b>Casters</b>                | Cleric (24)                                            |
| <b>Mana Cost</b>              | 90                                                     |
| <b>Casting Skill</b>          | Alteration                                             |
| <b>Casting Time (secs)</b>    | 4.5                                                    |
| <b>Recasting Delay (secs)</b> | 11.25                                                  |
| <b>Duration (secs)</b>        | 18                                                     |
| <b>Range</b>                  | 0 feet                                                 |
| <b>Radius of Effect</b>       | 15 feet                                                |
| <b>Target</b>                 | Area (but not your group)                              |
| <b>Resistance Invoked</b>     | Magic                                                  |
| <b>Effect</b>                 |                                                        |
| Fear                          | Low-level                                              |
| <b>Target's Reaction</b>      | Target looks very afraid. (Your mind fills with fear.) |



## Weaken

|                            |                                    |
|----------------------------|------------------------------------|
| <b>Casters</b>             | Enchanter (1)                      |
| <b>Mana Cost</b>           | 8                                  |
| <b>Casting Skill</b>       | Alteration                         |
| <b>Casting Time (secs)</b> | 1.5                                |
| <b>Duration (minutes)</b>  | 1 + 6 secs/level (max 6 m)         |
| <b>Range</b>               | 200 feet                           |
| <b>Target</b>              | Anyone                             |
| <b>Resistance Invoked</b>  | Magic                              |
| <b>Effect</b>              |                                    |
| STR loss                   | 10 + 1 / 2 levels (max 15)         |
| <b>Target's Reaction</b>   | Target weakens. (You feel weaker.) |



## Weakness

|                          |                                      |
|--------------------------|--------------------------------------|
| <b>Casters</b>           | Enchanter (44)                       |
| <b>Casting Skill</b>     | Alteration                           |
| <b>Target's Reaction</b> | Target is weakened. (You feel weak.) |



## West Gate

|                               |               |
|-------------------------------|---------------|
| <b>Casters</b>                | Wizard (24)   |
| <b>Mana Cost</b>              | 150           |
| <b>Casting Skill</b>          | Alteration    |
| <b>Casting Time (secs)</b>    | 7             |
| <b>Recasting Delay (secs)</b> | 12.25         |
| <b>Duration</b>               | Instantaneous |
| <b>Range</b>                  | 0 feet        |
| <b>Target</b>                 | Yourself      |
| <b>Resistance Invoked</b>     | None          |
| <b>Effect</b>                 |               |
| Teleports you to              | West Karana   |

|                          |                    |
|--------------------------|--------------------|
| <b>Target's Reaction</b> | Target fades away. |
|--------------------------|--------------------|



## West Portal

|                          |                                     |
|--------------------------|-------------------------------------|
| <b>Casters</b>           | Wizard (39)                         |
| <b>Casting Skill</b>     | Alteration                          |
| <b>Target's Reaction</b> | Target creates a shimmering portal. |



## Whirl Till You Hurl

|                               |                |
|-------------------------------|----------------|
| <b>Casters</b>                | Enchanter (12) |
| <b>Mana Cost</b>              | 55             |
| <b>Casting Skill</b>          | Alteration     |
| <b>Casting Time (secs)</b>    | 2.5            |
| <b>Recasting Delay (secs)</b> | 8.75           |
| <b>Duration (secs)</b>        | 12             |
| <b>Range</b>                  | 200 feet       |
| <b>Target</b>                 | Anyone         |
| <b>Resistance Invoked</b>     | Magic          |
| <b>Effect</b>                 |                |
| Spin Target                   |                |

|                          |                        |
|--------------------------|------------------------|
| <b>Target's Reaction</b> | Target begins to spin. |
|--------------------------|------------------------|

**Whirling Wind**

|                               |                                               |
|-------------------------------|-----------------------------------------------|
| <i>Casters</i>                | Druid (5)                                     |
| <i>Mana Cost</i>              | 24                                            |
| <i>Casting Skill</i>          | Conjuration                                   |
| <i>Outdoors only</i>          |                                               |
| <i>Casting Time (secs)</i>    | 1.75                                          |
| <i>Recasting Delay (secs)</i> | 14.5                                          |
| <i>Duration</i>               | Instantaneous                                 |
| <i>Range</i>                  | 200 feet                                      |
| <i>Target</i>                 | Anyone                                        |
| <i>Resistance Invoked</i>     | Magic                                         |
| <i>Effects</i>                |                                               |
| <i>Damage (HP)</i>            | 20 + 1 / 2 levels (max 25)                    |
| <i>Stun</i>                   | Can disrupt spellcasting                      |
| <i>Lift and Knockback</i>     | 2 feet                                        |
| <i>Target's Reaction</i>      | Target is slammed by an intense gust of wind. |

**Wildfire**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Druid (59)                                           |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target's skin ignites as wildfire courses over them. |

**Wind of the North**

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (39)                                |
| <i>Casting Skill</i>     | Alteration                                |
| <i>Target's Reaction</i> | Target discorporates in a portal of wind. |

**Wind of the South**

|                          |                                           |
|--------------------------|-------------------------------------------|
| <i>Casters</i>           | Druid (39)                                |
| <i>Casting Skill</i>     | Alteration                                |
| <i>Target's Reaction</i> | Target discorporates in a portal of wind. |

**Wind of Tishani**

|                          |                                                                        |
|--------------------------|------------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (55)                                                         |
| <i>Casting Skill</i>     | Abjuration                                                             |
| <i>Target's Reaction</i> | Target glances nervously about. (You hear the barking of the Tishani.) |

**Wind of Tishanian**

|                          |                                                                      |
|--------------------------|----------------------------------------------------------------------|
| <i>Casters</i>           | Enchanter (60)                                                       |
| <i>Casting Skill</i>     | Abjuration                                                           |
| <i>Target's Reaction</i> | Target glances nervously about. (You hear the barking of Tishanian.) |

**Winds of Gelid**

|                          |                                                                             |
|--------------------------|-----------------------------------------------------------------------------|
| <i>Casters</i>           | Wizard (60)                                                                 |
| <i>Casting Skill</i>     | Evocation                                                                   |
| <i>Target's Reaction</i> | Target's body is rended by freezing winds. (Freezing winds rend your body.) |

**Winged Death**

|                          |                                                                                           |
|--------------------------|-------------------------------------------------------------------------------------------|
| <i>Casters</i>           | Druid (53)                                                                                |
| <i>Casting Skill</i>     | Conjuration                                                                               |
| <i>Target's Reaction</i> | Target is engulfed in a swarm of deadly insects. (You feel the pain of a million stings.) |

**Winter's Roar**

|                          |                                                        |
|--------------------------|--------------------------------------------------------|
| <i>Casters</i>           | Shaman (34)                                            |
| <i>Casting Skill</i>     | Evocation                                              |
| <i>Target's Reaction</i> | Target staggers as spirits of frost slam against them. |

**Wolf Form**

|                               |                                                 |
|-------------------------------|-------------------------------------------------|
| <i>Casters</i>                | Druid (24), Ranger (49)                         |
| <i>Mana Cost</i>              | 60                                              |
| <i>Casting Skill</i>          | Alteration                                      |
| <i>Outdoors only</i>          |                                                 |
| <i>Casting Time (secs)</i>    | 4                                               |
| <i>Recasting Delay (secs)</i> | 10.25                                           |
| <i>Duration (minutes)</i>     | 72                                              |
| <i>Range</i>                  | 0 feet                                          |
| <i>Target</i>                 | Yourself                                        |
| <i>Resistance Invoked</i>     | None                                            |
| <i>Effects: Change Form</i>   | Wolf Elemental                                  |
| <i>Movement Rate boost</i>    | 30% + 1% / 2 levels                             |
| <i>Attack Skill boost</i>     | 1 + 1/level (max 30)                            |
| <i>Target's Reaction</i>      | Target turns into a wolf. (You are now a wolf.) |

**Wonderous Rapidity**

|                          |                                                |
|--------------------------|------------------------------------------------|
| <i>Casters</i>           | Enchanter (58)                                 |
| <i>Casting Skill</i>     | Alteration                                     |
| <i>Target's Reaction</i> | Target begins to move with wonderous rapidity. |

**Word Divine**

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (49)                                          |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target writhes in pain. (You are wracked with pain.) |

**Word of Healing**

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Cleric (49)               |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target feels much better. |

**Word of Health**

|                          |                           |
|--------------------------|---------------------------|
| <i>Casters</i>           | Cleric (34)               |
| <i>Casting Skill</i>     | Alteration                |
| <i>Target's Reaction</i> | Target feels much better. |

# Spells: Whirling-Yaulp



## Word of Pain

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| <i>Casters</i>                | Cleric (9)                                           |
| <i>Mana Cost</i>              | 47                                                   |
| <i>Casting Skill</i>          | Evocation                                            |
| <i>Casting Time (secs)</i>    | 2.1                                                  |
| <i>Recasting Delay (secs)</i> | 11.5                                                 |
| <i>Duration</i>               | Instantaneous                                        |
| <i>Range</i>                  | 0 feet                                               |
| <i>Radius of Effect</i>       | 20 feet                                              |
| <i>Target</i>                 | Area (but not your group)                            |
| <i>Resistance Invoked</i>     | Magic                                                |
| <i>Effects</i>                |                                                      |
| <i>Damage</i>                 | 15 HP + 1/level (max 29)                             |
| <i>Knockback</i>              | 1 foot                                               |
| <i>Target's Reaction</i>      | Target writhes in pain. (You are wracked with pain.) |



## Word of Redemption

|                          |                                       |
|--------------------------|---------------------------------------|
| <i>Casters</i>           | Cleric (60)                           |
| <i>Casting Skill</i>     | Alteration                            |
| <i>Target's Reaction</i> | Target feels the touch of Redemption. |



## Word of Restoration

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Cleric (57)            |
| <i>Casting Skill</i>     | Alteration             |
| <i>Target's Reaction</i> | Target feels restored. |



## Word of Shadow

|                               |                                                      |
|-------------------------------|------------------------------------------------------|
| <i>Casters</i>                | Cleric (19), Necromancer (20)                        |
| <i>Mana Cost</i>              | 85                                                   |
| <i>Casting Skill</i>          | Evocation                                            |
| <i>Casting Time (secs)</i>    | 2.75                                                 |
| <i>Recasting Delay (secs)</i> | 11.5                                                 |
| <i>Duration</i>               | Instantaneous                                        |
| <i>Range</i>                  | 0 feet                                               |
| <i>Radius of Effect</i>       | 20 feet                                              |
| <i>Target</i>                 | Area (but not your group)                            |
| <i>Resistance Invoked</i>     | Magic                                                |
| <i>Effects</i>                |                                                      |
| <i>Damage</i>                 | 33 HP + 1/level (max 58)                             |
| <i>Knockback</i>              | 1 foot                                               |
| <i>Target's Reaction</i>      | Target writhes in pain. (You are wracked with pain.) |



## Word of Souls

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (39), Necromancer (39)                        |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target writhes in pain. (You are wracked with pain.) |



## Word of Spirit

|                          |                                                      |
|--------------------------|------------------------------------------------------|
| <i>Casters</i>           | Cleric (29), Necromancer (29), Shadow Knight (49)    |
| <i>Casting Skill</i>     | Evocation                                            |
| <i>Target's Reaction</i> | Target writhes in pain. (You are wracked with pain.) |



## Word of Vigor

|                          |                        |
|--------------------------|------------------------|
| <i>Casters</i>           | Cleric (52)            |
| <i>Casting Skill</i>     | Alteration             |
| <i>Target's Reaction</i> | Target looks vigorous. |



## Wrath

|                          |                                       |
|--------------------------|---------------------------------------|
| <i>Casters</i>           | Cleric (29)                           |
| <i>Casting Skill</i>     | Evocation                             |
| <i>Target's Reaction</i> | Target has been struck down by wrath. |



## Wrath of Al'Kabor

|                          |                                      |
|--------------------------|--------------------------------------|
| <i>Casters</i>           | Wizard (49)                          |
| <i>Casting Skill</i>     | Evocation                            |
| <i>Target's Reaction</i> | Target is blasted by freezing winds. |



## Yaulp

|                               |                                                                                                   |
|-------------------------------|---------------------------------------------------------------------------------------------------|
| <i>Casters</i>                | Cleric (1), Paladin (9)                                                                           |
| <i>Mana Cost</i>              | 5                                                                                                 |
| <i>Casting Skill</i>          | Abjuration                                                                                        |
| <i>Casting Time (secs)</i>    | 0.5                                                                                               |
| <i>Recasting Delay (secs)</i> | 20.25                                                                                             |
| <i>Duration (secs)</i>        | 18                                                                                                |
| <i>Range</i>                  | 0 feet                                                                                            |
| <i>Target</i>                 | Yourself                                                                                          |
| <i>Resistance Invoked</i>     | None                                                                                              |
| <i>Effects</i>                |                                                                                                   |
| <i>AC boost</i>               | 20                                                                                                |
| <i>STR boost</i>              | 10                                                                                                |
| <i>Restores Fatigue</i>       | 1 point                                                                                           |
| <i>Target's Reaction</i>      | Target lets loose a mighty yaulp. (You feel a surge of strength as you let forth a mighty yaulp.) |

**Yaulp II**

Casters Cleric (19), Paladin (39)  
 Mana Cost 15

Casting Skill Abjuration

Casting Time (secs) 0.5

Recasting Delay (secs) 20.25

Duration (secs) 18

Range 0 feet

Target Yourself

Resistance Invoked None

**Effects**

AC boost 30

STR boost 20

Restores Fatigue 1 point

Target's Reaction Target lets loose a mighty yaulp. (You feel a surge of strength as you let forth a mighty yaulp.)

**Yaulp III**

Casters Cleric (44), Paladin (56)  
 Casting Skill Abjuration

**Target's Reaction**

Target lets loose a mighty yaulp. (You feel a surge of strength as you let forth a mighty yaulp.)

**Yaulp IV**

Casters Cleric (53)

Casting Skill Abjuration

**Target's Reaction**

Target lets loose a mighty yaulp. (You feel a surge of strength as you let forth a mighty yaulp.)

**Yegoreff's Animation**

Casters Enchanter (44)

Casting Skill Conjunction

**Yonder**

Casters Wizard (29)

Casting Skill Alteration

**Target's Reaction**

Target fades away.

**Zumaik's Animation**

Casters Enchanter (55)

Casting Skill Conjunction

## Bard Spells

**Agilmente's Aria of Eagles (31)**

Casting Skill Wind Instruments

Target's React. (The ayre lifts you from your feet.)

**Alenia's Disenchanting Melody (22)**

Casting Skill Stringed Instruments

Component Lute

Casting Time (secs) 3

Casting Delay (secs) none

Recasting Delay (secs) 12

Duration Instantaneous

Range 0 feet

Radius of Effect 25 feet

Target Your group

Resistance Invoked None

Effect: Cancel Magic 1 chance, low-level

Target's Reaction (You feel a static pulse wash through you.)

**Angstlich's Appalling Screech (26)**

Casting Skill Brass Instruments

**Target's React.**

Target flees in terror. (Your mind snaps in terror.)

**Angstlich's Assonance (60)**

Casting Skill Brass Instruments

Target's React. Target has been deafened.

**Anthem de Arms (10)**

Casting Skill Singing

Casting Time 3 secs

Casting Delay (secs) none

Recasting Delay (secs) 12

Duration (secs) 12

Range 0 feet

Radius of Effect 50 feet

Target Your group

Resistance Invoked None

**Effects**

Attack Speed boost 10

STR boost 5 + 1 / 2 levels

**Target's Reaction**

(A burst of strength surges through your body.)



# Spells: Yaulp-Bard Spells: Denon's



## Brusco's Boastful Bellow (12)

|                        |                                                                                |
|------------------------|--------------------------------------------------------------------------------|
| Casting Skill          | Singing                                                                        |
| Casting Time           | 3 secs                                                                         |
| Casting Delay (secs)   | 30                                                                             |
| Recasting Delay (secs) | 60                                                                             |
| Duration               | Instantaneous                                                                  |
| Range                  | 100 feet                                                                       |
| Target                 | Anyone                                                                         |
| Resistance Invoked     | Magic                                                                          |
| Effects: Damage        | 1 HP + 1 / 2 levels                                                            |
| Knockback              | 1 foot                                                                         |
| Target's Reaction      | Target reels in pain. (You reel in pain as every bone in your body goes numb.) |



## Brusco's Bombastic Bellow (55)

|                 |                                                                                |
|-----------------|--------------------------------------------------------------------------------|
| Casting Skill   | Singing                                                                        |
| Target's React. | Target reels in pain. (You reel in pain as every bone in your body goes numb.) |



## Cantana of Replenishment (55)

|                 |                         |
|-----------------|-------------------------|
| Casting Skill   | Stringed Instruments    |
| Target's React. | (You feel replenished.) |



## Cassandra's Chorus of Clarity (32)

|                 |                     |
|-----------------|---------------------|
| Casting Skill   | Singing             |
| Target's React. | (Your mind clears.) |



## Cassandra's Elegy (44)

|                 |                       |
|-----------------|-----------------------|
| Casting Skill   | Singing               |
| Target's React. | (Your mind sharpens.) |



## Cassandra's Insipid Ditty (57)

|                 |                                                      |
|-----------------|------------------------------------------------------|
| Casting Skill   | Stringed Instruments                                 |
| Target's React. | Target winces in an asinine way. (You feel asinine.) |



## Chant of Battle (1)

|                        |                                |
|------------------------|--------------------------------|
| Casting Skill          | Percussion Instruments         |
| Casting Time           | 3 secs                         |
| Casting Delay (secs)   | none                           |
| Recasting Delay (secs) | 12                             |
| Duration (secs)        | 12                             |
| Range                  | 0 feet                         |
| Radius of Effect       | 50 feet                        |
| Target                 | Your group                     |
| Resistance Invoked     | None                           |
| Effects                |                                |
| AC boost               | 5 + 1 / 4 levels               |
| STR boost              | 5 + 1 / 4 levels               |
| DEX boost              | 5 + 1 / 4 levels               |
| Target's Reaction      | (You feel your pulse quicken.) |



## Chords of Dissonance (2)

|                        |                                                       |
|------------------------|-------------------------------------------------------|
| Casting Skill          | Stringed Instruments                                  |
| Casting Time           | 3 secs                                                |
| Casting Delay (secs)   | none                                                  |
| Recasting Delay (secs) | 12                                                    |
| Duration (secs)        | 12                                                    |
| Range                  | 0 feet                                                |
| Radius of Effect       | 30 feet                                               |
| Target                 | Area (but not your group)                             |
| Resistance Invoked     | Magic                                                 |
| Effect: Damage         | 2 HP/6 secs + 1 / 4 levels                            |
| Target's Reaction      | Target winces. (Jagged notes tear through your body.) |



## Cinda's Charismatic Carillon (11)

|                        |                              |
|------------------------|------------------------------|
| Casting Skill          | Wind Instruments             |
| Casting Time           | 3 secs                       |
| Casting Delay (secs)   | none                         |
| Recasting Delay (secs) | 12                           |
| Duration (secs)        | 12                           |
| Range                  | 100 feet                     |
| Target                 | Anyone                       |
| Resistance Invoked     | Magic                        |
| Effect: NPC Faction    | 10 + 10/level                |
| Standing Improved      |                              |
| Target's Reaction      | (You feel enchantment fade.) |



## Crission's Pixie Strike (28)

|                 |                                                   |
|-----------------|---------------------------------------------------|
| Casting Skill   | Wind Instruments                                  |
| Target's React. | Target's eyes glaze over. (You send forth music.) |



## Denon's Bereavement (59)

|                 |                                                            |
|-----------------|------------------------------------------------------------|
| Casting Skill   | Stringed Instruments                                       |
| Target's React. | Target convulses. (Venomous notes seep through your body.) |



## Denon's Desperate Dirge (43)

|                 |                                                                                       |
|-----------------|---------------------------------------------------------------------------------------|
| Casting Skill   | Singing                                                                               |
| Target's React. | Target staggers back a step. (You stagger in pain as every bone in your body pulses.) |


**Denon's Disruptive Discord (18)**

|                        |                                                       |
|------------------------|-------------------------------------------------------|
| Casting Skill          | Brass Instruments                                     |
| Casting Time           | 3 secs                                                |
| Casting Delay (secs)   | none                                                  |
| Recasting Delay (secs) | 12                                                    |
| Duration (secs)        | 12                                                    |
| Range                  | 0 feet                                                |
| Radius of Effect       | 35 feet                                               |
| Target                 | Area (but not your group)                             |
| Resistance Invoked     | Magic                                                 |
| Effects: Damage        | 4 HP/6 secs + 1 / 4 levels                            |
| AC loss                | 1 + 1/level                                           |
| Target's Reaction      | Target winces. (Jagged notes tear through your body.) |


**Denon's Dissension (35)**

|                 |                                                       |
|-----------------|-------------------------------------------------------|
| Casting Skill   | Brass Instruments                                     |
| Target's React. | Target winces. (Jagged notes tear through your mind.) |


**Elemental Rhythms (9)**

|                        |                                                          |
|------------------------|----------------------------------------------------------|
| Casting Skill          | Percussion Instruments                                   |
| Casting Time           | 3 secs                                                   |
| Casting Delay (secs)   | none                                                     |
| Recasting Delay (secs) | 12                                                       |
| Duration (secs)        | 12                                                       |
| Range                  | 0 feet                                                   |
| Radius of Effect       | 50 feet                                                  |
| Target                 | Your group                                               |
| Resistance Invoked     | None                                                     |
| Effects                |                                                          |
| Resist Magic boost     | 5 + 1 / 2 levels                                         |
| Resist Cold boost      | 5 + 1 / 2 levels                                         |
| Resist Fire boost      | 5 + 1 / 2 levels                                         |
| AC boost               | 5 + 1 / 4 levels                                         |
| Target's Reaction      | (You feel an aura of elemental protection surround you.) |


**Fufil's Curtailing Chant (30)**

|                 |                                                                    |
|-----------------|--------------------------------------------------------------------|
| Casting Skill   | Percussion Instruments                                             |
| Target's React. | Target's hair stands on end. (You feel a static pulse engulf you.) |


**Guardian Rhythms (17)**

|                        |                        |
|------------------------|------------------------|
| Casting Skill          | Percussion Instruments |
| Casting Time           | 3 secs                 |
| Casting Delay (secs)   | none                   |
| Recasting Delay (secs) | 12                     |
| Duration (secs)        | 12                     |
| Range                  | 0 feet                 |

|                    |                                                       |
|--------------------|-------------------------------------------------------|
| Radius of Effect   | 50 feet                                               |
| Target             | Your group                                            |
| Resistance Invoked | None                                                  |
| Effects: AC boost  | 5 + 1 / 2 levels                                      |
| Resist Magic boost | 5 + 1 / 2 levels                                      |
| Target's Reaction  | (You feel an aura of mystic protection surround you.) |


**Hymn of Restoration (6)**

|                        |                      |
|------------------------|----------------------|
| Casting Skill          | Stringed Instruments |
| Casting Time           | 3 secs               |
| Casting Delay (secs)   | none                 |
| Recasting Delay (secs) | 12                   |
| Duration (secs)        | 12                   |
| Range                  | 0 feet               |
| Radius of Effect       | 30 feet              |
| Target                 | Your group           |
| Resistance Invoked     | None                 |
| Effect: Healing        | 1 HP + 1 / 6 levels  |


**Jaxan's Jig o' Vigor (3)**

|                         |                                                   |
|-------------------------|---------------------------------------------------|
| Casting Skill           | Percussion Instruments                            |
| Casting Time            | 3 secs                                            |
| Casting Delay (secs)    | none                                              |
| Recasting Delay (secs)  | 12                                                |
| Duration (secs)         | 12                                                |
| Range                   | 0 feet                                            |
| Radius of Effect        | 35 feet                                           |
| Target                  | Your group                                        |
| Resistance Invoked      | None                                              |
| Effect: Restore Fatigue | 10 points + 1 / 4 levels                          |
| Target's Reaction       | (The jig sends energy zinging through your body.) |


**Jonthan's Inspiration (58)**

|                 |                      |
|-----------------|----------------------|
| Casting Skill   | Brass Instruments    |
| Target's React. | (You feel inspired.) |


**Jonthan's Provocation (45)**

|                 |                      |
|-----------------|----------------------|
| Casting Skill   | Brass Instruments    |
| Target's React. | (You feel provoked.) |

# Bard Spells: Denon's-Lyssa's



## Jonthan's Whistling Warsong (7)

|                        |                                        |
|------------------------|----------------------------------------|
| Casting Skill          | Singing                                |
| Casting Time           | 3 secs                                 |
| Casting Delay (secs)   | none                                   |
| Recasting Delay (secs) | 12                                     |
| Duration (secs)        | 12                                     |
| Range                  | 0 feet                                 |
| Target                 | Yourself                               |
| Resistance Invoked     | None                                   |
| Effects                |                                        |
| Attack Speed boost     | 15% + 1% / 4 levels<br>(max 25% boost) |
| AC boost               | 5 + 1 / 2 levels                       |
| STR boost              | 5 + 1 / 2 levels                       |
| Target's Reaction      | (You whistle an ancient warsong.)      |



## Kazumi's Note of Preservation (60)

|                 |                       |
|-----------------|-----------------------|
| Casting Skill   | Wind Instruments      |
| Target's React. | (You feel protected.) |



## Kelin's Lucid Lullaby (15)

|                        |                                              |
|------------------------|----------------------------------------------|
| Casting Skill          | Stringed Instruments                         |
| Component              | Lute                                         |
| Casting Time (secs)    | 3                                            |
| Casting Delay (secs)   | none                                         |
| Recasting Delay (secs) | 12                                           |
| Duration (secs)        | 6                                            |
| Range                  | 0 feet                                       |
| Radius of Effect       | 30 feet                                      |
| Target                 | Area (but not your group)                    |
| Resistance Invoked     | Magic                                        |
| Effect:                | Mesmerization                                |
| Target's Reaction      | Target's head nods. (You feel quite drowsy.) |



## Kelin's Lugubrious Lament (8)

|                                   |                      |
|-----------------------------------|----------------------|
| Casting Skill                     | Stringed Instruments |
| Component                         | Lute                 |
| Casting Time (secs)               | 3                    |
| Casting Delay (secs)              | none                 |
| Recasting Delay (secs)            | 12                   |
| Duration (secs)                   | 12                   |
| Range                             | 200 feet             |
| Target                            | Anyone               |
| Resistance Invoked                | Magic                |
| Effects                           |                      |
| Target React Range                | 5 feet               |
| Target's Help Radius              | 10 feet              |
| Target much less likely to attack |                      |

## Target's Reaction

Target looks sad. (You feel a strong sense of loss.)



## Largo's Absonant Binding (51)

|                 |                                                                                     |
|-----------------|-------------------------------------------------------------------------------------|
| Casting Skill   | Singing                                                                             |
| Target's React. | Target is bound in strands of solid music. (Strands of solid music bind your body.) |



## Largo's Melodic Binding (20)

|                        |                                                                                     |
|------------------------|-------------------------------------------------------------------------------------|
| Casting Skill          | Singing                                                                             |
| Casting Time           | 3 secs                                                                              |
| Casting Delay (secs)   | none                                                                                |
| Recasting Delay (secs) | 12                                                                                  |
| Duration (secs)        | 12                                                                                  |
| Range                  | 0 feet                                                                              |
| Radius of Effect       | 30 feet                                                                             |
| Target                 | Area (but not your group)                                                           |
| Resistance Invoked     | Magic                                                                               |
| Effects                |                                                                                     |
| AC loss                | 5 + 1 / 2 levels                                                                    |
| Attack Speed loss      | 95 + 1 / 2 levels                                                                   |
| Target's Reaction      | Target is bound in strands of solid music. (Strands of solid music bind your body.) |



## Lyssa's Cataloging Libretto (14)

|                        |                                                     |
|------------------------|-----------------------------------------------------|
| Casting Skill          | Singing                                             |
| Casting Time           | 3 secs                                              |
| Casting Delay (secs)   | none                                                |
| Recasting Delay (secs) | 12                                                  |
| Duration               | Instantaneous                                       |
| Range                  | 100 feet                                            |
| Target                 | Anyone                                              |
| Resistance Invoked     | None                                                |
| Effect:                | Identify 1 Item                                     |
| Target's Reaction      | (Long forgotten knowledge sifts through your mind.) |



## Lyssa's Locating Lyric (4)

|                        |                                              |
|------------------------|----------------------------------------------|
| Casting Skill          | Singing                                      |
| Casting Time           | 3 secs                                       |
| Casting Delay (secs)   | none                                         |
| Recasting Delay (secs) | 12                                           |
| Duration               | Instantaneous                                |
| Range                  | 0 feet                                       |
| Radius of Effect       | 900 feet                                     |
| Target                 | Yourself                                     |
| Resistance Invoked     | None                                         |
| Effect:                | Locate Corpse                                |
| Target's Reaction      | (A tune pervades your mind and beckons you.) |


**Lyssa's Solidarity of Vision (34)**

**Casting Skill** Wind Instruments  
**Target's React.** Target's eyes are covered by notes of solid music. (Strands of music cover your eyes.)


**Lyssa's Veracious Concord (24)**

**Casting Skill** Wind Instruments  
**Component** Wooden Flute  
**Casting Time (secs)** 3  
**Casting Delay (secs)** none  
**Recasting Delay (secs)** 12  
**Duration (secs)** 12  
**Range** 0 feet  
**Radius of Effect** 80 feet  
**Target** Your group  
**Resistance Invoked** None  
**Effects:** See Invisible, Ultravision  
**Target's Reaction** (Music floods your mind and sharpens your sight.)


**McVaxius' Berserker Crescendo (42)**

**Casting Skill** Brass Instruments  
**Target's React.** (You go berserk.)


**McVaxius' Rousing Rondo (57)**

**Casting Skill** Brass Instruments  
**Target's React.** (You are roused.)


**Melanie's Mellifluous Motion (21)**

**Casting Skill** Wind Instruments  
**Casting Time** 3 secs  
**Casting Delay (secs)** none  
**Recasting Delay (secs)** 12  
**Duration** Instantaneous  
**Range** 600 feet  
**Radius of Effect** 200 feet  
**Target** Your group  
**Resistance Invoked** None  
**Effect:** Random Teleport  
**Target's Reaction** Target is swept away by a mellifluous melody. (A mellifluous melody sweeps you away.)


**Nillipus' March of the Wee (52)**

**Casting Skill** Percussion Instruments  
**Target's React.** (You feel small.)


**Niv's Harmonic (58)**

**Casting Skill** Singing  
**Target's React.** (The harmony surrounds you.)


**Niv's Melody of Preservation (47)**

**Casting Skill** Stringed Instruments  
**Target's React.** (You feel an aura of protection engulf you.)


**Psalm of Cooling (33)**

**Casting Skill** Singing  
**Target's React.** (You feel protected from fire.)


**Psalm of Mystic Shielding (41)**

**Casting Skill** Singing  
**Target's React.** (You feel protected from magic.)


**Psalm of Purity (37)**

**Casting Skill** Singing  
**Target's React.** (You feel protected from poison.)


**Psalm of Vitality (29)**

**Casting Skill** Singing  
**Target's React.** (You feel protected from disease.)


**Psalm of Warmth (25)**

**Casting Skill** Singing  
**Target's React.** (You feel protected from cold.)


**Purifying Rhythms (13)**

**Casting Skill** Percussion Instruments  
**Casting Time** 3 secs  
**Casting Delay (secs)** none  
**Recasting Delay (secs)** 12  
**Duration (secs)** 12  
**Range** 0 feet  
**Radius of Effect** 50 feet  
**Target** Your group  
**Resistance Invoked** None  
**Effects**  
     **Resist Magic boost** 5 + 1 / 2 levels (max 60)  
     **Resist Poison boost** 5 + 1 / 2 levels (max 60)  
     **Resist Disease boost** 5 + 1 / 2 levels (max 60)  
     **AC boost** 5 + 1 / 4 levels (max 60)  
**Target's Reaction** (You feel an aura of vigorous protection surround you.)

# Bard Spells: Lyssa's-Syvelian's



## Selo's Accelerando (5)

Casting Skill Percussion Instruments  
Outdoors only

Casting Time (secs) 3  
Casting Delay (secs) none  
Recasting Delay (secs) 12  
Duration (secs) 12  
Range 0 feet  
Radius of Effect 150 feet  
Target Your group  
Resistance Invoked None  
Effect

Movement Rate boost 15% + 1% / level (max 60%)

Target's Reaction (Your feet move faster.)



## Selo's Assonait Strane (54)

Casting Skill Stringed Instruments  
Target's React. Target is bound in silver strands of music. (Silver strands of music bind you.)



## Selo's Chords of Cessation (48)

Casting Skill Stringed Instruments  
Target's React. Target is bound in chords of music. (Chords of music bind your hands.)



## Selo's Consonant Chain (23)

Casting Skill Singing  
Casting Time 3 secs

Casting Delay (secs) none  
Recasting Delay (secs) 12  
Duration (secs) 12  
Range 150 feet  
Target Anyone  
Resistance Invoked Magic  
Effect

Movement Rate loss 30% + 1% / level

Attack Speed loss 5% + 1% / 2 levels

Target's Reaction Target is surrounded by chains of music. (Your voice binds chords into chains.)



## Selo's Song of Travel (51)

Casting Skill Percussion Instruments  
Target's React. (Your feet blur as they leave the ground.)



## Shauri's Sonorous Clouding (19)

Casting Skill Wind Instruments  
Components 2 Wooden Flutes (1 not consumed)

Casting Time (secs) 3  
Casting Delay (secs) none  
Recasting Delay (secs) 12  
Duration (secs) 18  
Range 0 feet  
Radius of Effect 45 feet  
Target Your group  
Resistance Invoked None  
Effect

Invisibility

See Invisible

Target's Reaction (A soft mist surrounds you.)



## Solon's Bewitching Bravura (39)

Casting Skill Wind Instruments  
Target's React. Target's eyes glaze over. (You are captivated by the bewitching tune.)



## Solon's Charismatic Concord (59)

Casting Skill Singing  
Target's React. (You feel charismatic.)



## Solon's Song of the Sirens (27)

Casting Skill Wind Instruments  
Target's React. Target's eyes glaze over. (You are captivated by the haunting tune.)



## Song of Dawn (53)

Casting Skill Wind Instruments  
Target's React. Target winks.



## Song of Highsun (56)

Casting Skill Wind Instruments  
Target's React. (You feel a static pulse wash through you.)



## Song of Midnight (56)

Casting Skill Brass Instruments  
Target's React. Target flees in nocturnal terror. (Your mind snaps in terror.)



## Song of Twilight (53)

Casting Skill Wind Instruments  
Target's React. Target stumbles towards you. (You hear the music of twilight.)



## Syvelian's Anti-Magic Aria (40)

Casting Skill Singing  
Target's React. (You feel a static pulse wash through you.)


**Tarew's Aquatic Ayre (16)**

|                                |                                             |
|--------------------------------|---------------------------------------------|
| <i>Casting Skill</i>           | Wind Instruments                            |
| <i>Component</i>               | Wooden Flute                                |
| <i>Casting Time (secs)</i>     | 3                                           |
| <i>Casting Delay (secs)</i>    | none                                        |
| <i>Recasting Delay (secs)</i>  | 12                                          |
| <i>Duration (secs)</i>         | 24                                          |
| <i>Range</i>                   | 0 feet                                      |
| <i>Radius of Effect</i>        | 125 feet                                    |
| <i>Target</i>                  | Your group                                  |
| <i>Resistance Invoked</i>      | None                                        |
| <i>Effect: Magic Breathing</i> |                                             |
| <i>Target's Reaction</i>       | (Tiny bubbles of music surround your head.) |


**Tuyen's Chant of Flame (38)**

|                        |                         |
|------------------------|-------------------------|
| <i>Casting Skill</i>   | Percussion Instruments  |
| <i>Target's React.</i> | Target begins to chant. |


**Tuyen's Chant of Frost (46)**

|                        |                         |
|------------------------|-------------------------|
| <i>Casting Skill</i>   | Percussion Instruments  |
| <i>Target's React.</i> | Target begins to chant. |


**Verses of Victory (50)**

|                        |                                |
|------------------------|--------------------------------|
| <i>Casting Skill</i>   | Singing                        |
| <i>Target's React.</i> | (You feel your pulse quicken.) |


**Vilia's Chorus of Celerity (54)**

|                        |                                                        |
|------------------------|--------------------------------------------------------|
| <i>Casting Skill</i>   | Singing                                                |
| <i>Target's React.</i> | (The beat of your heart increases to match the music.) |


**Vilia's Verses of Celerity (36)**

|                        |                                              |
|------------------------|----------------------------------------------|
| <i>Casting Skill</i>   | Singing                                      |
| <i>Target's React.</i> | (A burst of speed surges through your body.) |

"Are you sure these things will allow us to breathe underwater?" Briddle asked. "It seems like a long way down there." They were both only scholars and this journey scared him.

"That's why we need these artifacts," Sord replied. "They work all the time as long as we keep them around our necks. They give off light as well as let us breathe water."

Briddle shrugged his shoulders and tentatively dropped into the ocean at the outskirts of the Cauldron. Eventually, they found the structure they had heard about in Freeport, the abandoned settlement of the mysterious Kedge.

They didn't find anything of obvious value, but picked up a number of things that they wanted to study later. They were about to leave when Sord pointed to a room at the end of a long hallway. In the room they found large green orbs, a roomful of them.

Sadly, that's where this tale ends. Briddle returned incoherently babbling about his journey. When asked about his friend, Sord, Briddle only breaks out into fearful screams.